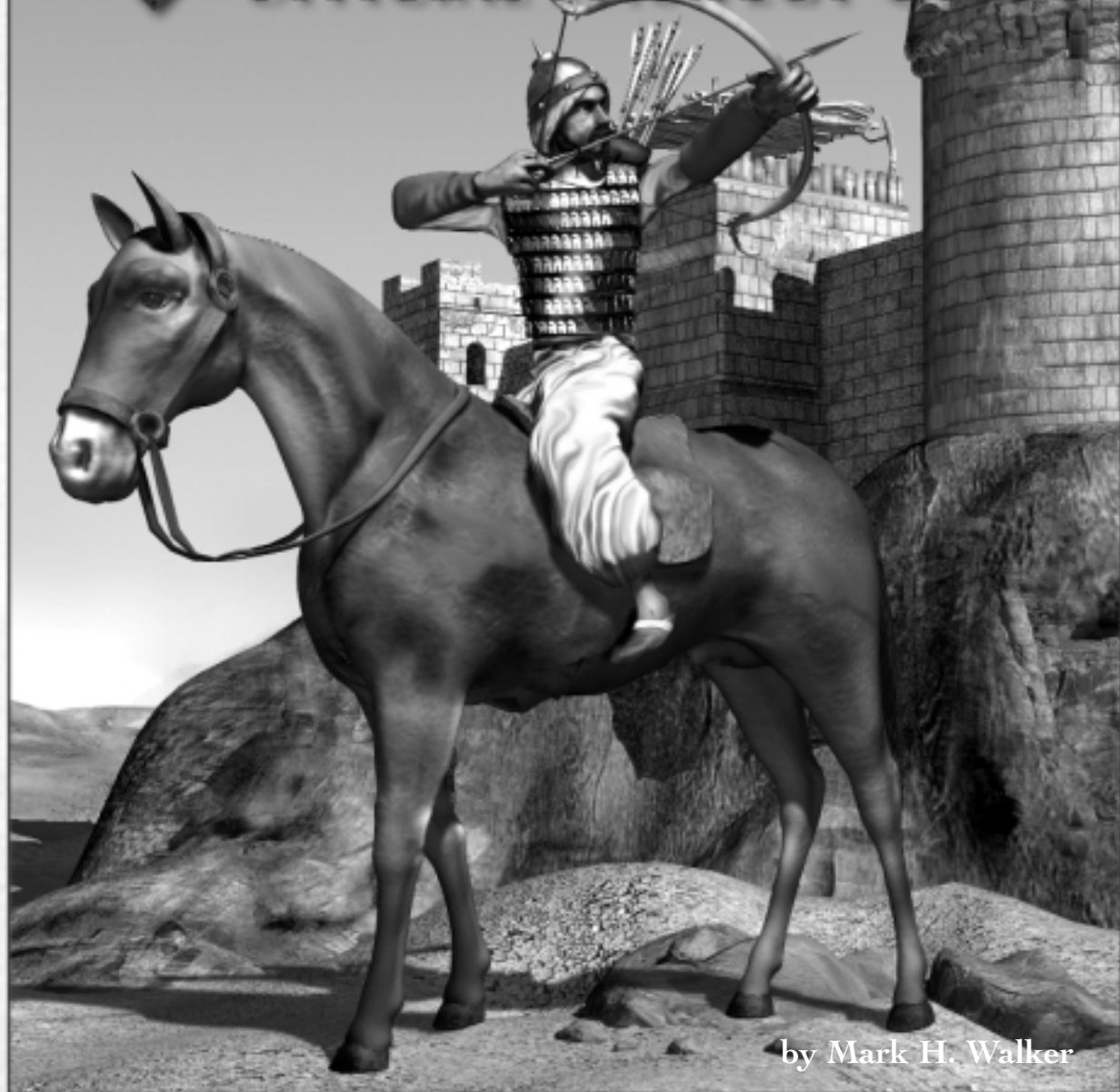




STRONGHOLD CRUSADER

OFFICIAL STRATEGY GUIDE



by Mark H. Walker

STRONGHOLD CRUSADER™
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INTRODUCTION

Stronghold was an instant success. Its combination of medieval castle simulation and real-time strategy battles struck a chord with gamers. On one hand there were folks who enjoyed building beautiful castles by the sea. These gamers liked watching their bakers bake bread, their inns serve ale, and their wheat fields grow wheat. On the other hand, there were those who wanted to tear those castles down, burn those inns and trample that wheat.

This multi-faceted appeal led to both critical acclaim and solid sales. It wasn't long before Firefly Studios and Take Two decided that the fans would like more *Stronghold*. *Stronghold Crusader* is what gamers' wanted. *Stronghold: Crusader* is a game that combines the best of the original *Stronghold* with the flavor of the Crusades.

Included in *Stronghold: Crusader* are the Arabs. Not just the Arabs but an entirely new set of warriors, warriors that are much different from the European fare included in the original *Stronghold*. The Arabs field fast Horse Archers, short Bowman who lack the range but none of the accuracy of the European archers, Fire Throwers who can toss fire bombs at the approaching enemy, Assassins who can scale walls, slit the throats of those guarding your gate house, and open the gates to the awaiting Arab army. Also included are the inexpensive slaves, who although weak (barely capable of defending themselves), can set fire to entire villages. For those used to fighting with the Europeans, playing the Arabs will take some getting used to.

USING THE BOOK

I would like to think each of you would sit down and read this cover to cover, but I know such is not the case. You want a strategy guide that will tell you what you need to know, and you want to get to the facts you need to know right now. So for those of you who won't read this book cover to cover, we provide the following synopsis to help you get to where you want to go quickly... because we know the enemy at your gates won't wait.

CHAPTER ONE: THE CRUSADERS

Chapter One details the European Army and talks about the different warriors and the people within the castle. It is here you will find out what a Swordsman's capabilities are and what your Tanner does.

CHAPTER TWO: THE ARABIAN FORCES

Chapter Two is to Chapter One as peanuts are to butter. It is here we will talk about all the new warriors and the best ways you can use them.

CHAPTER THREE: THE STRUCTURES

In this chapter we discuss, in great detail, the structures that can be built in the castles. From breweries to churches you'll find what structures can be built and what they do for your castle. Also included is a discussion of the new Mercenary's Camp; a camp at which you can hire Arab troops. Finally, we look at the siege engines and their awesome destructive power.

CHAPTER FOUR: A CLASH OF ARMS

In this chapter we discuss the complex strategy needed to win *Stronghold: Crusader*. The game is fun but much of that fun comes from in-depth economic and military strategies. You have to know how to feed your population, you have to know how to raise gold, and you have to know how to fund an army. That's what this chapter is all about; it will teach you the economics necessary to keep your castle thriving, build an army, and use that army to destroy your enemies.

CRUSADER THE CAMPAIGN

Chapters Five through Eight cover the four campaigns of *Stronghold: Crusader*. It is here we will give the step-by-step and nut and bolt walkthrough of how to defeat both infidels ranks.

CHAPTERS NINE: MULTIPLAYER MADNESS AND SKIRMISH MODE

In Chapter Nine we will talk about how to play multiplayer *Stronghold: Crusader*. The AI is a strong one, but even the strongest AI can't match the intelligence of a human being. When you are done with the campaigns, you will want to play head-to-head against other people and this provides strategies for doing so. Included in this chapter are the Multiplayer and Skirmish maps.

CHAPTER TEN: MAKING YOUR OWN CRUSADE

In this chapter, we discuss how to construct your own crusade. This simple chapter will have you up and running in no time!

Chapter 1



THE CRUSADERS



Before you can build a castle, you must learn to use the tools at your disposal. Unlike the masons of old, your tools will not callused hands, or tired muscles. No, your tools are the men and women of your kingdom. But like any mason, you must learn to wield your tools skillfully, for without your people, you cannot help to retake the holy land.

Stronghold: Crusader has a diverse assortment of characters. Some of these characters are warriors and some are not, but they are all important. You may only control the warriors. Although some information may be obtained from clicking on non-combatants, you may not issue direct orders to them.

NON-MILITARY CHARACTERS

Without your non-combatants, there would be no economy, and without an economy there would be no army. Make no mistake, to win *Stronghold: Crusader* you must master the art of building a robust economy first, and the art of war second.

THE LORD



Unlike the other non-combatants, the Lord does fight—quite well, actually. The Lord is a bad man with an axe or scimitar (remember, you can choose to play as a European or Arabian Lord). Under normal circumstances he hangs out atop his keep, or wanders around his castle, although he also enjoys berating soldiers who are lying on the ground. In fact, the soldiers may even get off their rear and stand in the Lord's presence.



When fighting, the Lord is a one-man wrecking crew. He makes short work of wolves or bears, and he can defeat any soldier one-on-one. In fact, he can even hold his own against several Spearmen or Archers. But he's not invincible. When surrounded and pounded, his health quickly drops.

THE LADY



The Lady of the castle appears only briefly, gliding around in her finery. Fortunately, you do not have to dispatch bodyguards to tail her; the Arabs seem to have a "hands off the Lady" policy.

PEASANTS



Peasants do not fight, and they die very quickly. Despite this, the Peasant is the life-blood of a castle, and without him there is no hope for your stronghold. It's a good idea to always use the minimum number of peasants needed to fuel an economy. Think hard before building Hovels. Do you have sufficient food to feed the growth in population?



CHILDREN



Children in *Stronghold*: Crusader are comic relief. They have no effect on anything, but they look good.



MOTHERS AND BABIES



When you place a Hovel, a mother and baby appear, indicating that a family has moved in and Peasants are on the way. Mothers and babies have the good sense to return to their Hovels when enemy soldiers ransack the castle. Click on a mother if you want her opinion of your policies.

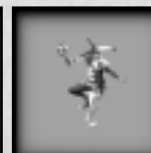
DRUNKARD



After your Inn starts serving up brews, a couple of tipsy men in green suits stagger out of the Inn. A word of caution about the inn: don't build one if you are trying to accumulate barrels of ale. If you wish to amass ale, don't build a structure that sells it.



ENTERTAINERS



The travelling fairs are immensely irritating, but they do make the subjects happy, so they are worth the annoyance. Jugglers and Fireeaters provide additional comic relief and are always ready to catch enemy arrows. Don't worry, they are self-generating and will reappear probably sooner than you'd like.

ENTREPRENEURS

INNKEEPER



A likeable man, the Innkeeper keeps the ale flowing. He is accompanied by his trusty dog, and although he loves taking money from the peasants, he knows when to shut his doors. Unfortunately, when he closes up, the Drunkards hit the street.

On the upside, the Inn that he keeps makes the subjects happy, so all is not lost. Let the good times roll.



MARKET TRADER



The Market Trader and his horse come in and out of your castle after you build a Marketplace. The marketplace is an oft overlooked, yet important, hub of commerce. Whether you are trying to accumulate gold or bread or something else, the Marketplace can speed your accumulation.

FOOD PRODUCERS

HUNTER



A man as good with the bow as he is a skinning knife, the Hunter is your only option for gathering food early in the campaign. Although primarily a food gatherer, he can shoot at advancing enemy soldiers (although he won't do so in Skirmish Mode). Place his hut close to the Granary to speed his journeys home with the meat.

FARMERS



These folks harvest apples, sow wheat, get milk from cows, and grow hops. Place Hops and Wheat farms close to the

Stockpiles, and keep Apple Orchards and Dairy Farms near the Granary. They are hard workers who spend their time working the fields and carrying their produce from the farms to the Stockpile. Place their hops and wheat farms close to the Stockpile, and the Apple Orchards near the Granary.



MILL BOYS



These young men carry wheat from the Stockpile to the Mill, where they grind it into flour and carry the sacks back to the Stockpile. One Mill and their attendant mill boys can usually support several Bakeries.

BAKER



Bakers and their Bakeries are the best way to keep the populace fed. These folks take flour from the Stockpile and bake tasty loaves of bread in their busy bakeries. Place their Bakeries near the Stockpile and Granary for maximum efficiency.

BREWER



Ale keeps the good times going and the Brewer keeps the ale flowing. She carries bundles of hops to the brewery, then pushes heavy kegs of ale from the Brewery to the Stockpile. Make her life easy by placing her Brewery close to the Stockpile.

INDUSTRIAL PRODUCERS

WOODCUTTER



The cornerstone of your construction crew, the Woodcutter is a burly guy who chops down trees, cuts the timber into planks, and carries eight boards at a time to the Stockpile. Place the Woodcutter's Hut close to trees and the Stockpile.

STONE MASON



Manly men with large muscles, the Stone Masons labor in Quarries where they haul rocks onto a wooden slide and chip them into square blocks. The Drovers then load the blocks onto their Ox Tethers and haul them to the Stockpile. Unfortunately, rock deposits are usually located some distance from the castle, so Stone Masons are very susceptible to attacks. It's not a bad idea to place a few Swordsmen near the Quarry.

IRON MINER



These guys are similar to Stone Masons, but unfortunately, they have no Ox to carry their iron to the castle, which is why they work in two-man crews. The first miner works deep underground and pours the ore into the smelter. The second miner hauls the finished iron bars back to the Stockpile.



PITCH DIGGER



These men have a dirty, difficult job. They work on Pitch Rigs that float over oily pools in the swamps. They gather the pitch and pour it into large jars for storage in the Stockpile. It is their flaming pitch that can stop a powerful army in its tracks.

DROVER



The Drovers do the legwork for the Stone Masons, loading stone blocks on their Ox Tethers and driving the load back to the Stockpile.

WEAPON AND ARMOR PRODUCERS

FLETCHER



This is the man behind your Archers. The Fletcher uses wood from the Stockpile to craft bows and crossbows. You can help the Fletcher preserve his one good leg by placing his hut between the Armory and Stockpile. Building two Fletcher Workshops doubles the speed at which you can equip your army.

ARMORER



The Armorer is the man who makes the armor for the knights and Swordsmen. Make sure to place his workshop near both the Stockpile and the Armory.

BLACKSMITH



The burly Blacksmith forges either maces or swords. Like all of the weapons craftsmen, he hauls completed products to the Armory. Together with the Armorer, the Blacksmith fashions a complete set of gear for Swordsmen and Knights



POLETURNER



This is one of the first weapons manufacturers that you'll use. Like the Blacksmith, the Poleturner is responsible for outfitting two types of soldiers, in this case, Spearmen and Pikemen. He uses wood, so place his shop near the Stockpile. Stay in close contact with the Poleturner so you can redirect his production priority when battle situations demand new weapons.

TANNER



The Tanner is often a forgotten link in the weapons production chain. Her focus is leather armor worn by Macemen and Crossbowmen. Very unpopular among Dairy Farmers, the Tanner kidnaps cows from the Dairy Farms to provide hides for her armor. You should add extra farms when Macemen and Pikemen are high on the recruiting list, or your people will miss their daily cheese.

SPIRITUAL GUIDES

PRIEST



The presence of a Priest boosts the morale of your subjects. This holy man takes residence in a church, chapel, or cathedral, and his calling is to travel far and wide to bless your subjects. He performs weddings, visits new places of business, and often gossips about his flock.



HEALER



When the enemy starts heaving diseased cows into your fortress, you'll be happy to have a Healer on duty. This purple-robed practitioner mixes herbs in his Apothecary, then rushes to the disease site to dispense remedies to those affected by the spreading cloud of plague. The Healer also gives your troops up to a 60% immunity from disease.

MILITARY UNITS

Building an economy is cool, but fighting the good fight is even cooler. Before you can do that, though, you need to know the forces that are fighting for you. You depend on a wide variety of troop classes, from ranged troops like Archers to tough hand-to-hand fighters like Macemen. In this section, we preview each military unit, with tips on how they move and fight. Let's begin with a reference table that summarizes the attributes of each soldier.

UNIT	TRAINING COST (GOLD)	COMBAT STYLE	ATTACK RATING (1-5)	DEFENSE RATING (1-5)	MOVEMENT (1-5)	WEAPON	ARMOR	LADDER CLIMBING	DIGGING MOATS
Archers	12	Ranged	2	2	4	Bow	None	Yes	Yes
Crossbowmen	20	Ranged	2	3	3	Crossbow	Leather	No	No
Spearmen	8	Melee	3	2	4	Spear	None	Yes	Yes
Pikemen	20	Melee	3	5	3	Pike	Metal	No	Yes
Macemen	20	Melee	4	3	4	Mace	Leather	Yes	Yes
Swordsmen	40	Melee	5	4	2	Sword	Metal	No	No
Knights	40	Melee	5	4	5	Sword	Metal & Horse	No	No
Tunnelers	30	Melee	3	2	3	N/A	None	No	No
Laddersmen	4	N/A	N/A	1	4	N/A	None	No	No
Engineers	30	N/A	N/A	1	3	N/A	None	No	Yes
Monks	N/A	Melee	3	3	4	N/A	None	No	No

ARCHERS



Archers are strong, long-ranged units. They are most effective against enemy soldiers without armor, and also have a longer range than the Arab fire throwers, so shoot well when picking the enemy off castle walls. Position Archers in towers and turrets, next to Braziers, so they can ignite pitch ditches below. Make sure to protect them with strong melee troops such as Swordsmen. Archers die quickly in hand-to-hand combat.

CROSSBOWMEN



Crossbowmen have a shorter range than Archers, but their powerful weapons can penetrate metal armor. They work well against the Arab Swordsmen. Take care not to position Crossbowmen too close to melee troops, because they are slower than Archers, and it takes them longer to reload their weapons.



SPEARMEN



Because they lack armor, the Spearmen are your fastest melee foot-troops. They are also very good at pushing ladders off walls. A squad of Spearmen can rush in and quickly take out Archers, especially if they surprise them from behind. However, their lack of armor keeps them from inflicting heavy damage against Macemen or Pikemen. They are, however, excellent against the Arabian Archers.

PIKEMEN



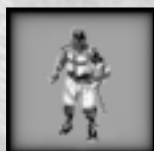
Strong infantrymen, Pikemen are the defensive linemen of *Stronghold: Crusader*. Only Swordsmen are slower, but the Pikeman's long weapon and heavy metal armor makes him difficult to move out of the way. A line of Pikemen provides serious protection for your Lord, and work well against a mounted charge.

MACEMEN



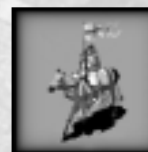
Macemen are the strongmen of *Stronghold: Crusader*. They make short work of most troops in hand-to-hand combat, and they can even knock down walls. However, their leather armor does little to stop arrows, so beware of Archers and Crossbowmen. Use their speed to destroy important buildings before the enemy's troops can reach them.

SWORDSMEN



These are almost the medieval equivalent of a WWI One tank. Make no mistake, it takes time for slow-footed Swordsmen to arrive at the battle, but it's worth the wait. Heavily armored and equipped with a long sword, they easily cut through squads of Macemen and Spearmen. Once you get a force of Swordsmen deep into an enemy castle, they can have their way...as long as there are no fire throwers about. They are devastating against the Arab Swordsmen.

KNIGHT



Horses are scarce, but you would do well to build a large force of Knights. They have it all: power, mobility, and almost impregnable defense. Knights provide the ultimate garrison for your castle, but they are even more useful when kept in reserve. Sally forth from your castle wall with them to destroy bands of enemy Archers.

TUNNELERS



Tunnelers are a valuable, yet vulnerable asset. These little diggers go deep and tunnel their way underneath a wall or turret. The trick is protecting them while they get close enough to the castle. Ensure the enemy ramparts are clear of Archers before sending the Tunnelers forward.

LADDERMEN



Laddermen are always ready to race to an enemy wall. Unfortunately, they rarely race back. Clear the wall before they approach, and then follow with ground troops and you can quickly gain control of an enemy castle.



ENGINEERS



A valuable addition to your war effort, Engineers build several types of siege engines, and they are not afraid to man the walls when construction is finished. Although their machines are impressive, perhaps their best function is to drop boiling oil on hapless enemy soldiers. They'll complain about carrying the hot pots, but their aim is deadly. Setting the Engineers on Aggressive will target one or more troops. Defensive will target three or more troops.



Chapter 2

THE ARABIAN FORCES

The Arabians are the new actors on the *Stronghold* stage. And quite the new actors they are. Similar in some respects to the combat units of the original *Stronghold*, they are also much different.

Unlike the European crusaders, who focus on strength, the Arabs focus on stealth, speed, and fire. A gamer who attempts to play the Arabs without using these advantages is doomed to failure.



Before we spend a few moments describing each of the new units, check out their statistics in the table below.

UNIT	PURCHASE PRICE	COMBAT STYLE	ATTACK RATING	DEFENSE RATING	SPEED	WEAPON	ARMOR	CAN THE UNIT CLIMB LADDERS?	CAN THE UNIT DIG MOATS?
Arabian Bowmen	50	Ranged	2	2	4	Bow	N/A	No	No
Slaves	5	Melee	1	1	4	Torch	N/A	No	Yes
Slingers	15	Ranged	2	1	4	Sling	N/A	No	No
Assassins	60	Melee	3	3	3	Scimitar	N/A	No	No
Horse Archers	60	Ranged	2	3	5	Bow	Horse	No	No
Arabian Swordsmen	80	Melee	4	4	1	Scimitar	Metal Armor	No	No
Fire Throwers	100	Ranged	4	2	1	Greek Fire	N/A	No	No

The higher the number shown on the table, the better the ability. So a unit with a 4 speed rating is faster than a unit with a "3" speed rating. Now it's time for a look at the units and what makes them tick.

ARABIAN BOWMEN



The Arabian Bowmen, sometimes called Short Bowmen, are the Arabian's answer to the European's Archers and Crossbowman.



The Arabian Bowmen have the same range as both the Archers and Crossbowmen, but inflict significantly less damage than the Crossbowmen. Both of the defects are mitigated when the Arabs are in towers, which is where they should be whenever possible. When placed in towers their range is increased, and although a tower doesn't increase the damage that an Arabian Bowman inflicts, it does decrease the damage that the bowman receives.

Use the bowmen in packs. There is truly strength in numbers and when you significantly outnumber your opponent, you'll take less damage.

SLAVES



The Slaves are unique warriors. Pressed into service by the Arabians (or anyone during the Skirmish games), they have a weak attack, weak defense, but good speed. Yet the attack and defense mean little. The Slaves' strong suit is their ability to set fire to almost anything that their torch touches.

Once the speedy Slaves have access to a castle, they can quickly set it ablaze. They also can set the outlying farms on fire, a trick that will wreck havoc with the owner's economy. Never fight with your Slaves. Run away if European Swordsmen come looking for them.



USE FEW SLAVES

Keep the Slaves out of each other's way. If you send 15 Slaves to burn a building, most of them will get caught in the flames and die. Send them to their targets in ones and twos.

SLINGERS



The Slingers are a curious breed of warrior. They are fast but aren't nearly as powerful as the Arabian Archers. On the down side, their range is short, and they are very weak. One slash from a European Swordsman will take them out.

Use these guys in hordes. One or two aren't very effective, but 30 are a force to be reckoned with.

Force or not, these are not the troops for a melee. Keep them away from European Swordsman, Pikemen, and Spearmen. They can, however, be placed into a melee. These guys also work well when in towers.



ARAB SWORDSMEN



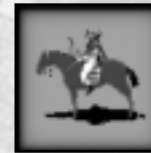
This is the only Arab soldier that has a mirror soldier on the European side. A Swordsman is a Swordsman, wheher they're from France or North Africa.

Swordsmen are powerful troops. With the exception of Knights, they are the best melee troops in the game. As such they should be used to guard walls, fight enemy melee troops, slash Archers, or destroy just about anything that you need destroyed.

You may want to leave a couple of these guys on the Keep to protect your Lord. You can never tell when he will need their help.



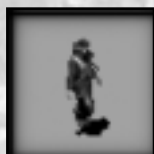
HORSE ARCHERS



Very fast, and with an acceptable attack, the Horse Archers make excellent raiders. These guys are perfect for raiding an opposing player's farms at the beginning of a skirmish game or darting in, shooting up the enemy Archers, and running away when the bad guy's Swordsmen come out to play. In fact, the Horse Archer's only drawback is that you cannot place them in towers.



ASSASSINS



The Assassins are perhaps the coolest Arab warrior of all. Use these guys to climb up the sides of the European castles. Once they reach the wall, send them to capture the Gatehouse or to the towers to dispose of the Archers.

This is a much better way to go about wall climbing than the European's Laddermen. Not only are the Laddermen weak, but once they place the ladders you must then send the melee troops up the ladders. With the Assassins, you not only have troops capable of scaling the walls, but troops able to fight once they reach the top.



PLACE ASSASSINS IN RESERVE

The Assassins attack rating is second only to the Swordsmen, yet they are much faster. This makes them good troops to place in reserve, ready to counterattack at a moment's notice.

FIRE THROWERS



The Arabs love fire and the Fire Throwers are just one more example of their willingness to use it.

These guys are weak defensively, but can

throw a strong fire bomb for a short distance. This fire bomb can set a city ablaze and kill multiple people.



PUDDLE OF FIRE

Note the fire bomb is similar to a Molotov cocktail. When it hits, it bursts into a puddle of flame. This puddle can rapidly set fire to anyone caught in it.



These folks work very well from castle walls. From this location they can throw their bombs on the hapless warriors at the base of the wall.



Chapter 3

THE STRUCTURES

Although all resource-based, real-time strategy games involve production, few have as complex, vivid, and entertaining a simulation of a community as *Stronghold*. For certain, *Crusader* stresses the military side of the game a bit more than the original *Stronghold*. There are nevertheless ample opportunities to build—not only in the campaign, but in Freebuild and Skirmish modes as well. In fact, *Stronghold: Crusader* is really two games in one: a sophisticated castle builder, complete with a historically accurate economic model, and a military simulation of the Catholic Church's crusades against the Arabians living in the Holy Land.

This chapter looks at the structures that support both the economic and military side of the game. It organizes the Structures of *Stronghold* into logical groups, based on their common usage so that you can locate important information quickly when you are in the midst of a heated battle or economic challenge. In addition to reorganizing some of the information that appears in the excellent *Stronghold* manual, we burrowed further into the game engine to bring you a few extra statistics.

CASTLE BUILDINGS

THE KEEP

Whenever you start from scratch in a *Stronghold: Crusader* mission, the Keep is the first building you place on the map. The Lord of the castle lives here, and the building also houses the treasury, where you set the kingdom's tax rate. Each keep houses 8-12 Peasants at the beginning of a mission. If capacity is limited, however, you must build Hovels to accommodate your population as it grows. A Keep must be built before you can place a Granary for food storage.



MANOR HOUSE



STONE KEEP



STRONGHOLD

ARMORY



Resource Cost:	5 Wood
Workers Required:	N/A
Buildings/Materials Required:	N/A
Produces/Allows:	Weapon and Armor Storage

This is where your weapons are stored. An Armory fills quickly in the advanced combat missions, so you must allow room for expansion. Unlike other buildings, an additional Armory must be placed adjacent to another Armory. In the interest of production speed, weapons craftsmen like Fletchers or Poleturners should work in close proximity to both the Stockpile, where they get their raw materials, and the Armory, where they deposit their finished weapons.



BARRACKS




Resource Cost:	15 Stone
Workers Required:	N/A
Buildings/Materials Required:	N/A
Produces/Allows:	7 Different Classes of Soldiers

The Barracks trains soldiers. Click on the requested troop type to instantly create a soldier. A soldier may be created only if you have available Peasants for conscription, and the related weapons and/or armor. As each soldier is created, he appears first at the campfire, and then walks to the Barracks, where all soldiers gather in the training ground.

CASTLE ACCESS POINTS


Castle Access Points and Defensive Structures have a "Hit Point" rating (except for the Drawbridge). This is a defensive strength rating. A higher number requires more "hits" from attacking troops to bring it to the ground.

SMALL STONE GATEHOUSE (INNER GATE)

	Resource Cost:	10 Stone
	Workers Required:	N/A
	Buildings/Materials Required:	N/A
	Hit Points:	1000


The Small Stone Gatehouse provides a secure entry/exit point for your castle. This gate requires less space than the Large Stone Gatehouse, so it is perfect for access to inner courtyards. A clever castle builder can even entice attacking forces to flow through Inner Gates into an area that is heavily defended.

LARGE STONE GATEHOUSE (MAIN GATE)

	Resource Cost:	20 Stone
	Workers Required:	N/A
	Buildings/Materials Required:	N/A
	Hit Points:	2000

The large stone Gatehouse is massive, offering more resistance to enemy siege engines than other gates, and you have a higher (and wider) elevated platform for Archers, Crossbowmen, Engineers armed with Boiling Oil. You can add a Drawbridge to either stone Gatehouse.


DRAWBRIDGE

	Resource Cost:	10 Wood
	Workers Required:	N/A
	Buildings/Materials Required:	N/A

A Drawbridge is attached to a Gatehouse, providing access over a Moat. Place the Drawbridge before you dig the Moat. The Drawbridge has a limited span, and if your Moat is too wide, you'll need to fill it in before the Drawbridge will work.


CASTLE DEFENSIVE STRUCTURES

LOOKOUT TOWER

	Resource Cost:	10 Stone
	Workers Required:	N/A
	Buildings/Materials Required:	N/A
	Hit Points:	250


The elevated tower enables bowmen to gain an all-important height advantage over their attackers, whether they're human or animal. This is the weakest of the towers and susceptible to tunneling.

PERIMETER TURRET

	Resource Cost:	10 Stone
	Workers Required:	N/A
	Buildings/Materials Required:	N/A
	Hit Points:	1000

The Perimeter Turret is quite possibly the best defensive expenditure. It must be attached to a wall to provide troop access, so it is best suited to the corners of a castle, or length of wall. Keep in mind, the Perimeter Turret is built on a shallow foundation, so it is especially vulnerable to Tunnelers.

DEFENSE TURRET

	Resource Cost:	15 Stone
	Workers Required:	N/A
	Buildings/Materials Required:	N/A
	Hit Points:	1200

The Defense Turret holds more troops than a Perimeter Turret, and it is stronger and taller. However, it also requires an attached wall/stairs for access, and it is still susceptible to damage from Tunnelers.

SQUARE TOWER



Resource Cost:	35 Stone
Workers Required:	N/A
Buildings/Materials Required:	N/A
Hit Points:	1600

The Square Tower is larger and taller than a Defense Turret, and it has the added capacity to handle a siege weapon, like a Mangonel or Ballista. Square Towers cannot be destroyed by a Tunnelers and they can absorb 33% more damage than a Defense Turret.

ROUND TOWER



Resource Cost:	40 Stone
Workers Required:	N/A
Buildings/Materials Required:	N/A
Hit Points:	2000

This is the biggest, strongest (twice as strong as a Perimeter Turret), and most expensive tower in *Stronghold*. Besieging a castle reinforced with Round Towers is a daunting task, even for an army equipped with Catapults and Trebuchets.

TRAPS AND ENHANCEMENTS

KILLING PIT



Resource Cost:	6 Wood
Workers Required:	N/A
Buildings/Materials Required:	Woodcutter's Hut

The Killing Pit is an inexpensive, hidden trap that is harmful to your enemies, but harmless to your own troops. The effect against heavily-armored enemy soldiers, like Swordsmen or Knights, is negligible. For the cost, a Pitch Ditch is more efficient.

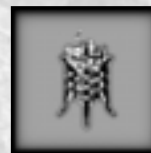
PITCH DITCH



Resource Cost:	2 Pitch/5 tiles of Pitch Ditch
Workers Required:	N/A
Buildings/Materials Required:	Pitch Rig

An intriguing contraption, the Pitch Ditch is a perfect way to slow the enemy. Not only does it supply a lot of defense for the cost, but it also works against the more dangerous troops that you'll be facing. It's extremely efficient against armored foot soldiers of all types as they bog in the pitch.

BRAZIER



Resource Cost:	N/A
Workers Required:	N/A
Buildings/Materials Required:	N/A

The Brazier is a small fire lamp used to ignite arrows. A flaming arrow does more damage than a regular one, but the most important use of the Brazier is to light arrows and fire them at Pitch Ditches. This defensive tactic can set a large area on fire, engulfing the enemy soldiers who are unlucky enough to be walking by. Braziers have no building cost, but they must be placed on castle walls or on towers.

MILITARY BUILDINGS AND WEAPONS

ENGINEER'S GUILD



Resource Cost:	10 Wood, 100 Gold
Workers Required:	N/A
Buildings/Materials Required:	N/A
Produces/Allows:	Laddermen and Engineers

The Engineer's Guild is a specialized training facility that produces only Engineers and Laddermen. The cost is 30 Gold for an Engineer and 4 Gold for a Ladderman. In turn, Engineers are used to build siege equipment, and Laddermen are used to scale walls.

MANGONEL



Resource Cost:	50 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Tunnelers

Like the Ballista, the Mangonel must be placed atop a large tower. It is very effective against advancing Spearmen or Macemen. However, like the Trebuchet, a Mangonel is difficult to target. Two Engineers are required for operation.

BALLISTA



Resource Cost:	50 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	N/A

Although technically a siege weapon, the Ballista is not built in the field using an Engineer's tent. It is a large, single-shot arrow launcher that is often placed on a square or round tower. Ballistae are best used targeting enemy siege engines. After a Ballista is built, you must assign two Engineers or the weapon remains inoperable. You'll start some *Crusader* scenarios with a couple in hand.

STABLE



Resource Cost:	20 Wood, 400 Gold
Workers Required:	N/A
Buildings/Materials Required:	N/A
Produces/Allows:	Horses

A Stable is required to raise horses for your Knights. If you have an available Peasant, horse, and the related armor and weaponry, you can train a Knight. Knights are the ultimate fighting machines.

TUNNELER'S GUILD



Resource Cost:	10 Wood, 100 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Tunnelers

The Tunneler's Guild produces Tunnelers. These human moles dig tunnels under towers and walls and then collapse their tunnels, causing the structures above ground to crumble. If you have an available Peasant, it costs 30 Gold to train one Tunneler.

OIL SMELTER



Resource Cost:	10 Iron, 100 Gold
Workers Required:	Engineer needed to operate smelter
Buildings/Materials Required:	Pitch
Produces/Allows:	Pots of Boiling Oil

The Oil Smelter transforms pitch into boiling oil. An Engineer must be assigned to a smelter. His responsibility is to fill the smelter with pitch from the Stockpile. If you assign additional Engineers to the smelter, they will collect the boiling oil in pots and then wait for assignment. Boiling oil pots are most effective when used from walls, towers, or Gatehouses. Drop the oil on the attacking masses below. After dropping his load of oil, the Engineer must return to the smelter for a refill.

WAR DOG KENNEL



Resource Cost:	10 Wood, 100 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Killer Dogs (4 to a cage)

The War Dogs will not save your castle from a siege, but their presence can be very annoying, for both the enemy and your own troops. Do not release them if friendly soldiers are in the area, because these dogs don't care who they mangle. Hence, they are best placed outside your walls, where only the bad guys roam.

MERCENARY CAMP



Resource Cost:	10 Wood
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Arab Warriors

The Mercenaries can be used in the Skirmish, Freebuild, and Multiplayer mode. Once placed, you may purchase all those cool Arab units, such as the Assassin, the Fire Thrower, Slaves, Horse Archers, and so on. It gives good bang for the buck. If you have a lot of gold, this is the easiest way to build an army.

SIEGE MACHINES

SIEGE TENT



Resource Cost:	N/A
Workers Required:	1 or more Engineers to Construct Equipment
Buildings Required:	N/A
Produces/Allows:	Catapult, Portable Shield, Battering Ram, Siege Tower, Trebuchet, Fire Ballista

A Siege Tent is an Engineer's field office. They appear after you select a siege engine for construction. When the Engineer is finished, the tent disappears, leaving the completed engine. Construction is faster when multiple Engineers are involved. For more information on individual siege engine requirements, see the appropriate sections in this chapter. Take care where you place the tent, because the Engineers are vulnerable when working on their equipment.

CATAPULT



Resource Cost:	150 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	N/A

These mobile rock throwers fire their ammunition at a low trajectory. You can also load Catapults with diseased cattle and spread the plague behind your enemy's walls. Catapults require two Engineers before they are operational. It is important to remember that a Catapult's limitation is based upon the number of cows you have available on your Dairy Farms.

TREBUCHET



Resource Cost:	150 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	N/A

Although not as accurate as a Catapult, Trebuchets can heave large rocks a long way, and when they connect, they do some serious damage. This is the weapon of choice for firing over tall towers and walls. Like Catapults, you can also toss cows, but a Trebuchet requires three Engineers to man the weapon. It comes equipped with enough rocks for twenty throws (like a Catapult).

SIEGE TOWER



Resource Cost:	150 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	N/A

A Siege Tower can deposit lots of soldiers directly onto castle walls. The trick is protecting the vulnerable tower while it gets close enough for the Engineers to extend the gangplank. Archers and Crossbowmen are good for the protection task. It takes four Engineers to operate a Siege Tower.

BATTERING RAM



Resource Cost:	150 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	N/A

These slow-moving behemoths pack a mean wallop, and can bring down a Gatehouse in seconds. If you can protect your Battering Ram during the early minutes of a siege, it is invaluable for smashing through the interior walls of a castle. As with the Siege Tower, it takes four Engineers to operate the Battering Ram.

PORTABLE SHIELD



Resource Cost:	5 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	N/A

When you face waves of enemy Archers, a few well-placed Portable Shields will help your infantry safely cover open ground on their way to the castle. One Engineer is required to operate each Portable Shield. Of course you'll still have to take care of the bowmen on the walls.

INDUSTRIAL STRUCTURES

STOCKPILE



Resource Cost:	N/A
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Storage for manufactured and acquired goods, other than Food (Granary), Gold (Treasury), and Weapons (Armory).

Remember, additional Stockpiles must be attached to the original, so don't overbuild in the surrounding area. If you forget to provide ample storage, you'll receive a voice message during the game. A lack of Stockpile space shuts down every industry that produces items for storage. Brewers will stand around next to their kegs of ale, Woodcutters will sit down on their planks of wood, and Wheat Farmers will hang around the farm with their bundles of wheat. It is better to have a few empty Stockpiles than to risk running out of space.

WOODCUTTER'S HUT



Resource Cost:	3 Wood
Workers Required:	1 Woodcutter
Buildings Required:	N/A
Produces/Allows:	Wood

Wood is the most basic building material in *Crusader*, so you can never go wrong with plenty of Woodcutter's Huts. It's always a good idea to place Woodcutter's Huts close to the trees to speed up production time.

QUARRY



Resource Cost:	20 Wood
Workers Required:	3 and Ox Tether for Hauling
Buildings Required:	N/A
Produces/Allows:	Stone Blocks

As your castles grow, so does your need for stone. Quarries can only be positioned over light gray boulders, and you may need to search the map for these limited areas. Take your time placing the first Quarry so you can squeeze the maximum number into a small area. Ox tethers bring the stone to the Stockpile. Place at least two Ox Tethers per Quarry.

OX TETHER



Resource Cost:	5 Wood
Workers Required:	1
Buildings Required:	N/A
Produces/Allows:	Delivers Stone Blocks to Stockpile

Additional Ox Tethers improve your production time because each one hauls eight blocks at a time to the Stockpile. They can be placed anywhere near the Quarry, but the closer you place them, the better.

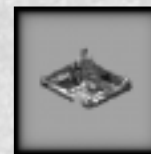
IRON MINE



Resource Cost:	20 Wood
Workers Required:	2
Buildings Required:	N/A
Produces/Allows:	Iron

Iron production is critical if you want Swordsmen and Knights in your army. Iron deposits are even harder to find than rock piles. Look for small, rust-colored rocks on small hills.

PITCH RIG



Resource Cost:	20 Wood
Workers Required:	1
Buildings Required:	N/A
Produces/Allows:	Pitch

If you are a static kind of guy, Pitch is arguably the most valuable defensive resource in *Stronghold*. Place your Pitch Rig in the swamps over bubbling oil. The pitch is collected and carried to the Stockpile, where it can be used in Oil Smelters (for boiling oil), or to build pitch ditches. Pitch ditches are areas in the ground that can be ignited with flaming arrows.

MARKETPLACE



Resource Cost:	15 Wood
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Buying/selling Goods

If you have more money than food, the Marketplace can make the difference between maintaining your popularity and inspiring your Peasants to leave for greener pastures. On the flip side, you can also sell surplus goods if your treasury is a little thin. You'll want to regularly visit the Marketplace to buff up your economy.

FOOD PRODUCING STRUCTURES

HUNTER'S POST



Resource Cost:	5 Wood
Workers Required:	1
Buildings Required:	N/A
Produces/Allows:	Meat

Building a few Hunter's Posts is the quickest, least expensive way to get food flowing into your Granary. However, hunters are vulnerable to enemy attack because they must follow the herds of wild animals wherever they wander. As your community grows, you'll need more diverse sources for food. Additionally, game is not as plentiful in the deserts of these Arabian lands as it was in the forests of Europe.

DAIRY FARM



Resource Cost:	10 Wood
Workers Required:	1
Buildings Required:	Must be placed on an oasis.
Produces/Allows:	Cheese

After breeding three cows, the dairy farmer begins delivering cheese to the Granary. Under normal circumstances, two Dairy Farms should provide an adequate amount of cheese. However, if your Tanner is taking cows to make leather armor, your cheese production will drop dramatically. Build several Dairy Farms to support both industries.

APPLE ORCHARD



Resource Cost:	5 Wood
Workers Required:	1
Buildings Required:	Must be placed on an oasis.
Produces/Allows:	Apples

You need an oasis for planting Apple Orchards. It takes time for production to kick into high gear, but your loyal subjects will love the apples, especially when combined with other foods.

WHEAT FARM



Resource Cost:	15 Wood
Workers Required:	1
Buildings Required:	Must be placed on an oasis.
Produces/Allows:	Wheat

Wheat is the stuff of life, and this is especially true in *Stronghold*. A Wheat Farm is the first step in making bread, when paired with a Mill for flour production. Wheat has a tendency to rot if left in the field for too long, so make sure you place your farm close to the Stockpile.

HOP FARM



Resource Cost:	15 Wood
Workers Required:	1
Buildings Required:	Must be placed on an oasis.
Produces/Allows:	Hops

Growing hops is good for what ails your peasants. When combined with a Brewery and Inn, you can boost your popularity level by up to eight points by allowing your peasants to tip a few. Like wheat, hops tend to rot on the vine, so don't make your farmer walk a long way to the Stockpile.

GRANARY




Resource Cost:	5 Wood
Workers Required:	N/A
Buildings Required:	Must be placed on an oasis.
Produces/Allows:	Food Storage

The Granary not only stores your food, but also tracks how much your subjects are eating. Your people respond to quantity and variety, so if you want to keep your Popularity level above 50, pay regular visits to the Granary. You can add additional Granaries as long as they are adjacent to the original one. Don't forget that you can turn off consumption of each food type from the Granary screen. This is great if you are trying to accumulate food.



BAKERY

	Resource Cost:	10 Wood
	Workers Required:	1
	Buildings Required:	N/A
	Produces/Allows:	Bread


If you have a Wheat Farm and Windmill, your baker will have the materials he needs to bake bread. Positioned properly, eight bakeries can thrive on the flour produced from one Windmill.

WINDMILL

	Resource Cost:	20 Wood
	Workers Required:	3
	Buildings Required:	N/A
	Produces/Allows:	Flour


The workers pick up wheat at the Stockpile and take it to the Mill where it is ground into flour. The sacks of flour are then carried back to the Stockpile, where the baker uses it to bake bread. Place the Windmill near the Stockpile for maximum efficiency.

BREWERY

	Resource Cost:	10 Wood
	Workers Required:	1
	Buildings Required:	N/A
	Produces/Allows:	Ale

The Brewer takes hops to the Brewery and produces kegs of frothy ale. The kegs end up in the Stockpile, where they are sent to the Inn, sold in the Marketplace, or used to satisfy a mission requirement. These work best when placed near a Stockpile.

INN

	Resource Cost:	20 Wood, 100 Gold
	Workers Required:	1
	Buildings Required:	N/A
	Produces/Allows:	Ale distribution

Your people love to unwind with a stein of ale after a hard day in the fields. Every working Inn also rewards you with a popularity boost. However, keep in mind that the demand for ale goes up with your population. Therefore, as your settlement grows, you'll need to produce more ale to keep everyone loose and happy.


TOWN BUILDINGS

HOVEL

	Resource Cost:	6 Wood
	Workers Required:	N/A
	Buildings Required:	N/A
	Produces/Allows:	Housing for 8 Peasants

As your settlement grows beyond its original size, the population will surpass the existing living quarters. Without an empty Hovel, Peasants stop coming to your castle. Simply build a Hovel to provide room for eight more people. If Hovels are destroyed in battle, the resulting overcrowding will cause an immediate drop in Popularity, and eventually the peasants will leave. You can check your current population and maximum capacity on the scribe's book in the lower right-hand corner of the game screen. Don't build new Hovels unless you have the food to support the additional Peasants.

APOTHECARY

	Resource Cost:	20 Wood, 150 Gold
	Workers Required:	1
	Buildings Required:	N/A
	Produces/Allows:	Disease Prevention

You won't need an Apothecary until either enemy armies start heaving diseased cows into your castle, or the mission brings the plague upon you. Without a healer to dispense herbs and cure the resulting plague, your peasants will die. If your settlement is very large, you might want to consider two Apothecaries for better coverage. This game has a new Apothecary system in which, in addition to cleaning up a disease, you receive less damage from disease for each Apothecary up to a max of 60% immunity system.

WELL

	Resource Cost:	30 Gold
	Workers Required:	N/A
	Buildings Required:	N/A
	Produces/Allows:	Stops fires from spreading

Flaming arrows, ignited Pitch Ditches, Slaves, and Fire Throwers start fires. When the flames burn up enemy troops, it is a good thing. However, fires can spread, and if left unchecked, they can burn up farms, buildings, soldiers, and citizens. A few strategically placed Wells will stop the fires from spreading beyond their targeted areas. You can also use them to put out fires.

WATER POT



Resource Cost:	60 Gold
Workers Required:	3
Buildings Required:	N/A
Produces/Allows:	Puts out fires.

Water Pots are even better at providing fire-fighting defense. Two or three of these can protect a healthy sized village.

RELIGIOUS BUILDINGS

It seems that beer and religion do more to inspire your Peasants than anything else. I won't address the obvious social implications; let's just say that there is a fine line between Saturday night and Sunday morning. It's important to note that a Church gives you an additional +1 bonus, while the Cathedral nets a +2 bonus.

CHAPEL



Resource Cost:	250 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Priest

CHURCH



Resource Cost:	500 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Priest (needed for higher population)

CATHEDRAL



Resource Cost:	1000 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Priest (needed for very high population), Monks

Of course, the Crusades were religious wars and your town thrives on religion. A wandering priest delivers righteousness when he steps out of his Chapel. A place to worship makes your peasants happy. However, a priest can only bless so many people, and when your settlement grows larger, you'll need to add another chapel to handle the load.

LOYALTY CREATORS

Life on the Crusades is difficult, and a benevolent ruler will reward the Peasants with pleasant diversions to their wretched lives. The following "Good Things" are accessed from the Town Buildings menu (click on the flower). Each item increases popularity. Good Things also increase troop morale, thus increasing the damage they can cause.

MAYPOLE



Resource Cost:	25 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Increases popularity

DANCING BEAR



Resource Cost:	20 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Increase popularity

GARDENS (3 TYPES)



Resource Cost:	30 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Increase popularity

STATUE



Resource Cost:	30 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Increase popularity

SHRINE

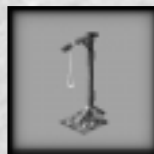


Resource Cost:	30 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Increase popularity

FEAR INDUCERS

Hey, you can't be a nice Lord all the time. When your people are slacking off, throw in a few Fear Inducers to add a spring to their steps. But don't get carried away. You might increase work efficiency, but your popularity will go into the moat. Select these by clicking the Noose icon on the Town Buildings menu. Fear Inducers actually reduce troop morale, thus decreasing the damage they can cause.

GALLOWS



Resource Cost:	50 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Higher work efficiency

CESSPIT



Resource Cost:	40 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Higher work efficiency

STOCKS



Resource Cost:	45 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Higher work efficiency

BURNING STAKE



Resource Cost:	45 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Higher work efficiency

DUNGEON



Resource Cost:	40 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Higher work efficiency

STRETCHING RACK



Resource Cost:	45 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Higher work efficiency

GIBBET



Resource Cost:	50 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Higher work efficiency

CHOPPING BLOCK



Resource Cost:	45 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Higher work efficiency

DUNKING STOOL



Resource Cost:	40 Gold
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Higher work efficiency

WEAPONS BUILDINGS

FLETCHER'S WORKSHOP



Resource Cost:	20 Wood, 100 Gold
Workers Required:	1
Buildings Required:	N/A
Produces/Allows:	Bows and Crossbows

The Fletcher makes a mean bow. You can place a Fletcher's Workshop anywhere, but for maximum productivity, position it between the Stockpile and Armory. Don't forget to click on the Bow or Crossbow icon to order your Fletcher to produce the correct weapon for your desired soldier.

POLETURNER'S WORKSHOP



Resource Cost:	10 Wood, 100 Gold
Workers Required:	1
Buildings Required:	N/A
Produces/Allows:	Spears and Pikes

The Poleturner crafts weapons for your Spearmen and Pikemen. Like the Fletcher's Workshop menu, you must select either Spear or Pike to designate a production priority.

BLACKSMITH'S WORKSHOP



Resource Cost:	20 Wood, 200 Gold
Workers Required:	1
Buildings Required:	N/A
Produces/Allows:	Maces and Swords

The Blacksmith fashions swords and maces for your Swordsmen, Knights, and Macemen. Like the Fletcher's Workshop menu, you must select either Sword or Mace to produce the desired weapon.

TANNER'S WORKSHOP



Resource Cost:	10 Wood, 100 Gold
Workers Required:	1
Buildings Required:	Dairy Farm
Produces/Allows:	Leather Armor

The Tanner designs leather armor for Macemen and Crossbowmen. She slaughters cows for her hides, so she is not a favorite among Dairy Farmers. When you need leather armor, build several extra Dairy Farms.

ARMORER'S WORKSHOP



Resource Cost:	20 Wood, 100 Gold
Workers Required:	1
Buildings Required:	N/A
Produces/Allows:	Metal Armor

The Armorer hammers out suits of armor for Pikemen, Swordsmen, and Knights. You should add extra Iron Mines to meet the Armorer's heavy demands in the advanced Combat missions.

MISCELLANEOUS STRUCTURES

Although you cannot build or alter the following items, they are nonetheless important to the game. Their significance is explained below.

SIGNPOST



Resource Cost:	N/A
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Marks where enemy arrives on the map

It is a good idea to look for the Signpost before starting your mission. This tells you where to focus your defenses. You also should look for ambush opportunities, where you can slow the enemy advance. This is useful during the first attack, which is usually light. However, we do not recommend this strategy when the enemy charges in with their entire army.

RUINS



Resource Cost:	N/A
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Damaged stone or wood can be replaced after the battle.

Ruins are just used as background. Some can be deleted, but you can't place buildings on them.

TUNNEL ENTRANCE



Resource Cost:	N/A
Workers Required:	N/A
Buildings Required:	N/A
Produces/Allows:	Shows where Tunneler entered the ground

When the Tunneler digs in, you'll see the opening. Follow the burrow as it moves toward the enemy tower. The tower will crumble soon after the burrow reaches its destination.



Chapter 4

A CLASH OF ARMS



To fight the good fight, you must have the good knowledge. That's where this chapter comes in handy. On the following pages, you will read everything from how to build a thriving medieval economy to how to tear one down.

You'll see how to design castles, manage your gold reserves, grow and distribute food, and expand your population. There are also tips on how to be a "popular" ruler. Of course, you can opt to use gallows and cesspits to motivate your subjects instead of gardens and churches.

After fine-tuning your economy, the military section covers the art of medieval warfare as it played out in the Crusades. Field-tested strategies for building and maintaining your army are provided, as well as weapons production, castle defenses, deployment and battle tactics, and the art of siege warfare. By the time you finish this chapter, you will rule the battlefield.

There's quite a bit to learn if you hope to play *Stronghold: Crusader* well. But learn it you will if you read these pages. So, pick up your pike and let's get going.

THE MEDIEVAL ECONOMY

All real-time strategy games are all about the economy. If you don't have the resources necessary to fight, you can't win. Castles were much more than military fortresses. They stood as a testament to the power of a noble's leadership, centers of commerce and government, and homes of the ruling elite.

At the heart of every successful *Stronghold* must be a thriving, vibrant economy. You must have abundant resources to support your castle's construction, some of which may not be available locally. Those that are not must be traded for, and in turn you must have some-



thing to trade. Financial concerns are always central for a Lord, and empty coffers will soon result in an empty castle. This section helps you build a powerful, successful economy capable of supporting all of your needs.

POPULARITY

Hey, we all want to be popular, right? In *Stronghold: Crusader* popularity is more than a "feel good" commodity, it is a necessity. Popularity is the limiting factor in all economic matters. Ultimately, everything you do outside of warfare is tied to your popularity, and much of what you are able to do in warfare is a result of your popularity. Barbaric as it sounds, the only reason you feed your subjects is because they would resent you if you did not. Build too much resentment, and it lowers your popularity. Once your popularity falls below 50, your peasants begin leaving your kingdom in search of greener pastures. Without peasants, your *Stronghold* will eventually become a ghost town, with no workers, no production, no future, and no fun.

Because popularity is linked to every economic system in the game, you'll find specific instructions for managing your popularity in the following sections, each describing a specific aspect of the *Stronghold: Crusader* economy.



Therefore, managing your popularity while achieving your goals is the main focus of the game—at least the main focus in missions in which you have a castle to manage. As you know there are plenty of "combat only" missions in *Stronghold: Crusader*, but we'll discuss them later.

In fact, popularity is so well integrated into the game that you won't really notice it, because the popularity effects are logically and seamlessly blended with the game functions. Naturally, feeding people less results in negative feelings; conversely, paying your subjects a bit of coin each month makes them very happy.

MAKING COIN

You need coin for training military units, construction of advanced buildings, and purchasing imported goods at the Marketplace. There are two ways to earn money: taxation and exporting goods. Usually, you'll want to use a combination of the two for the greatest efficiency, but some scenarios will naturally favor one over the other. You should be equally familiar with both methods of earning money so you can manage your finances in any situation.

Taxation is set at your Keep, where you can select from a wide range of tax levels, from tyranny to a welfare state. Unless things are dramatically wrong with your economy, you don't want to pay your peasants. Making your peasants pay their taxes causes increasing resentment as the tax rate goes up. Because you always have to tax your peasants in some way, the tax rate is the most common source of negative popularity in your kingdom. All other economic factors will usually make the population happier. Nevertheless, it is a necessary evil. You can mitigate this evil by thinking ahead, and imposing the minimum tax necessary to accomplish your goals. It's far better to impose a small tax for a long time than a large tax for a short time.



In a balanced economy, the popularity bonuses from all those good things (food, Inns, Good Things, religion, and so on) will balance out the unpopularity of taxation. The important thing to do is strike a balance in which your popularity is holding steady at or near 100 while you are charging the maximum amount possible in taxes.

BRIBING

Bribes (that is, negative tax rates) can help bolster your Popularity in times of emergency (read low food). This is yet another reason why you should strive to keep your coffers filled with Gold.

KEEP POPULARITY HIGH

Popularity near the 100 level is like money in the bank. It gives you a bit of room to work before Peasants start to leave. Hence, if you're low on food, you can cut the rations for a couple of months. Your popularity will drop, but if it started at 100, you'll have a bit of time before it falls to a critical level.

The sale of surplus goods in a Marketplace is another way of earning money in *Stronghold: Crusader*. "Surplus" is any resource or manufactured good that is not specifically required for immediate consumption by your own population. Even food, which is eventually consumed by your population, can be sold as surplus if you have enough of it. If you are producing more food than your population eats and you have more than a six-month supply in the Granary, you can easily afford to sell the excess. Smaller food reserves will cut it close to the safety margin and restrict your ability to increase your population immediately. Note that some scenarios will only allow you to sell specific types of goods. In these cases, concentrate your industry on producing these saleable goods.

TURNING OFF THE GOODS

If you are trying to accumulate goods to meet victory conditions, avoid using those goods. For example, if you must acquire 500 loaves of bread, turn off your Peasant's bread consumption (this can be done through the Granary). Substitute apples, cheese, or meat instead.



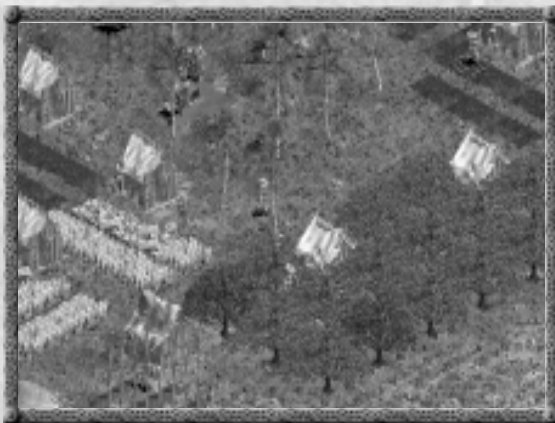
FOOD PRODUCTION

Everyone likes to eat, right? That is why providing ample food for your peasants is the first economic priority in *Stronghold: Crusader*. At the very least, you must provide one type of food in large enough quantities to support your entire population. Unless you intend to remain stagnant, your food

WIN WITH A MINIMUM OF PEASANTS

You can't intentionally decrease your population. Accordingly, think hard before you increase it. A good rule of thumb is to win each mission with the minimum number of Peasants required to run your economy and fill your army.

production must outpace your population growth, or you'll find yourself in very uncomfortable times when your population expands (see the section "Population Growth," later in the chapter).



Your Peasant can't survive on bread alone. You must provide them with multiple food types if you want to remain popular. Yes, you can actually make the people happy (thereby increasing your popularity) by introducing additional types of food to their diet



For each additional food type beyond the first, you'll gain one point of popularity. Each food type must be provided in roughly equal proportion, so one Apple Orchard is not enough to provide a reliable supply of apples for a population of 500, but remember that some apples are better than none, and bread will always be the most economical source of food. Hence, if you have room for six farms, sow three Wheat Fields, one Apple Orchard, a Dairy Farm, and a Hops Field.

Sometimes, varied food types are available at the Marketplace, in which case it's possible to trade for additional types of food instead of producing them yourself. Use these opportunities to build additional Granaries to store purchased food stocks, so that you don't have to constantly return to the Market to affect a balanced diet for your serfs.

Obviously you also can increase your popularity by increasing the amount of food your peasants are allowed to eat. By clicking on the Granary, you can adjust the rations to higher levels, consuming food at an increased rate but also resulting in greater popularity gains. This, however, is a double-edged sword. Feed your Peasants too much and your food stocks will run low, necessitating a provision cutback and fall in popularity.

HALF RATIONS

Sometimes, war or emergency will find you with dwindling food stocks and no way to recover before you run out of food. Rather than feed your peasants well until they begin to starve, it's better to extend your food stocks as soon as possible by dropping to half rations, which will buy you time to build more food-producing industries. In fact, if you have 100% Brewery/Inn coverage and plenty of Churches/Priests, your Peasants won't whine too much on zero rations.

INDUSTRY

To grow your economy and fund your army, you'll need a healthy industry. Exploiting natural resources and producing manufactured goods are the keys to building a successful, self-sufficient economy. Industry plays a key role in your *Stronghold* as your population increases, and as you build more and larger buildings to support them. The universal resource is wood—you'll need either Woodcutters or a Market and plenty of gold. They should often be your first buildings constructed in any *Stronghold: Crusader* scenario, after the required elements (a Keep and a Granary) have been placed. If you wait to build your Woodcutters, you may inadvertently run out of wood stocks, which will make any scenario difficult to win.

WHEN SPEED IS AN ISSUE

Of course this rule isn't sacred. In some *Stronghold: Crusader* missions, you may need to quickly stand up an Armory and crank out a few Archers and Spearmen to beat back an early Arabian attack. In skirmish mode a quickly built Mercenary Camp, followed by the purchase of 5-6 Horse Archers, can be used to harass the enemy Peasants and give your economy a head start.



Beyond wood, stone is the next most commonly used resource in full-fledged castle building. The walls, towers, and gatehouses of medieval castles take incredible amounts of quarried stone to build, and it's much cheaper to produce it yourself than to import it from traders at the Market.

THE IMPORTANCE OF OXEN

The more Ox-tethers that you build near a Quarry, the faster you will accumulate stone. The faster you accumulate stone, the sooner you can build your castle. The sooner you build your castle, the safer you will be.

Iron and pitch can be gathered for export, or for military purposes. Iron, naturally, is used in the production of swords and armor—stuff you will need for Swordsmen and, in the crusaders' case, Knights. On the other hand, pitch can be laid into trenches along likely approaches to your castle for burning attacking troops as they advance.

PLACING PITCH

Pitch should not only be used to kill the enemy but to channel them as well. The enemy will naturally avoid pitch trenches, so place the trenches where you do not want the enemy to go, and then cover the avenue that he must take with your Archers, Arabian Archers, and Crossbowmen.

Hops Farms and Breweries are also considered industries, as their products are not “food” per se. In fact, Breweries and Inns are one of the greatest morale builders. One-hundred percent Inn coverage increases your Peasant's moral by eight points!

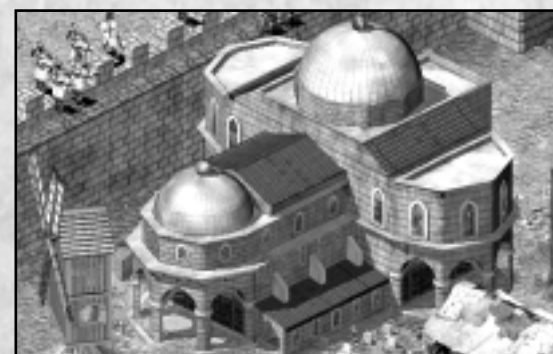


USING THE MARKET

Take the local Marketplace economy into account when developing your industries. Look at the products that you can sell at the marketplace industries, and build more of the industries that produce those goods than you need to meet your own needs. Sell the surplus at the Market for profit.

RELIGION

The crusades were about religion. No matter what your personal feelings are on spiritual fulfillment, in the *Stronghold: Crusader* world religion is nothing more than a method of increasing your popularity. Each church you build serves to “bless” a certain percentage of your population. The higher your overall percentage of blessed people, the more popular your rule will be. Religion is an inexpensive morale boost. In a small town, one Priest can increase your popularity by a point. There are no other occupations where one Peasant can do so much good.



Smaller settlements remain content with a modest Chapel, but sprawling walled cities demand ornate (and expensive) Cathedrals. You must expand your religious coverage along with your population, or you may find yourself suddenly unable to support a tax rate you've grown accustomed to.

GOOD THINGS AND BAD

Ale and religion are not the only things that affect the morale of your Peasants. A full suite of accoutrements is available for your castle, falling into two broad categories: Good Things and Bad Things. These two types of buildings and improvements work on opposite ends of the same scale, affecting your castle's Fear Factor. The Fear Factor has a direct effect on the productiveness of your population. With Dungeons, Racks, Stocks, and other Bad Things, you can raise the Fear Factor, scaring the populace into higher resource output at the cost of a deep plunge in your popularity. Alternately, you can choose to beautify your castle with Shrines, Statues, Gardens, and the like, improving your popularity but lowering the productivity of your subjects as they take long breaks from work to enjoy the lifestyle you've fostered.

Ultimately, choosing to use Good Things or Bad Things is dependent upon the resources available on each map, and the victory conditions of the scenario missions. Increasing production with Bad Things lowers popularity, which must be compensated with other things (lower taxes, more food, and so on). Both of those things represent a reduction in overall productivity, so the effects balance out somewhat. Conversely, increased popularity with Good Things lowers production rates, so although you may be able to raise taxes, you'll lose money through the loss of products that could be sold at the Market.

An increase in the number of Good Things will increase your troops' strength. On the other hand, an increase in Bad Things will decrease your troops' strength.



POPULATION GROWTH

As stated earlier, population growth is a double-edged sword. No doubt, increasing your settlement's population is tricky, and requires a bit of finesse to pull off without causing a food shortage.

Ensure that you always outpace your population growth with extra food production. Don't rely on building new food industries after you've built another Hovel, because the food production process takes a bit of time (over nine months of game time from wheat seeds to food in the case

BUILD QUICKLY IN EMERGENCIES

There are times when you need those eight Peasants RIGHT NOW. For example, if an Arab army has been sighted approaching your castle and you need eight Archers before the Arabs arrive. In those situations you need more people now, and the food can come later.

of the complicated bread industry!), so you will not reap the benefits of new food sources for some time after their establishment. Keep this in mind when planning your growth—have a surplus of food in reserve so that the new population doesn't drain your Granary.



MAKING WAR

All things in *Stronghold: Crusader* eventually lead to war. Ultimately, a strong economy is not a goal in itself but a means to an end: you must have a strong economy to support a military force capable of defending your castle. This section helps you create and command a mighty garrison, and provides you with strategies that will grant you victory in battle time and again. You'll also master the art of siege warfare, with sound tactical advice for conducting an attack on an enemy *Stronghold*.



BUILDING A MILITARY FORCE

Skirmishes aside, you begin many scenarios without any military assets. Because you cannot create and fund a military without substantial economic assets, you must first focus on building your economy.

HIRING MERCENARIES

Skirmishes are the exception to this rule. You may hire ready-made warriors from the Mercenary Camp right off the bat. This can be a great way to quickly swamp your opponent.

Get the wood and food you need to expand your settlement, flowing into your Stockpile and Granary, and tend to your popularity early on. Recruiting soldiers takes Gold, so you must plan for a way to bring in money, either through taxation or trade. In the latter case, you need a Marketplace.

EXPAND THE ECONOMY

Don't forget to expand your economy as you build up your military infrastructure. Letting your economy stagnate while you focus on military buildup will lead to disaster in the long run, because later expansion will be severely dampened.

You need a few critical buildings before you can raise an army. First, you must build a Barracks, which houses and trains troops. You must also build an Armory to host your weapon stocks. Lastly, you must either make weapons for your soldiers, or import them at the Marketplace.

Weapons production requires iron and/or wood, so you must build an extra Woodcutter and Iron Mines. In fact, it's a good idea to build as many Iron Mines as possible. You may alternatively import Iron, if it is available for trade. All this trading can get very expensive, which again illustrates the need for a healthy economy and ample tax or trade revenues to support your military. Recruitment itself also costs Gold!

Your first two weapons buildings should be the Fletcher's and Poleturner's Workshops. Build two Fletcher shops for every Poleturner. There are three reasons for this. First, the bows take longer to make than spears. Second, the Fletcher's Workshop must not only make bows, but Crossbows as well. And third, Archers and Crossbowmen are more important to castle defense (or assault) than Spearmen.

SPEARMEN

This doesn't mean that Spearmen are unimportant. Quite the contrary, Spearman are devastating against the Arabian Horse Archers.



When you have all the pieces in place and you've begun filling your Armory with weapons, you may begin recruiting soldiers. Each soldier comes from your population of unemployed Peasants. If you don't have an unemployed Peasant, you can't train a soldier. And after you train a soldier, you have to wait for more Peasants to arrive before you can train more. As you may know, the higher your popularity the more quickly Peasants arrive at your castle. Hence, if your popularity is 100 you can probably build a sizable army with little more than 3-4 unemployed Peasants. On the flip side, if you need to train an army rapidly, you'll need a serious surplus of Peasants.



Engineers are a special troop type, and they are essential to the fully prepared castle defense. Instead of training at a Barracks, these highly-skilled professionals are created at an Engineer's Guild, where they study to learn the art of medieval combat engineering. They do not require any weapons to produce, making them attractive early units so that you have someone manning the ramparts in case of enemy attack. However, they are no good on their own; they need Archers and Swordsmen

to protect them. Both Engineers and Laddermen can be trained from the Engineer's Guild. However, the Engineer can't become a Ladderman once he's trained.

THE IMPORTANCE OF KNIGHTS

If Swordsmen are powerful, Knights are, well... very powerful. They combine the power of Swordsmen with the speed of Arab Horse Archers. Knights are the Crusaders' primary counterattack force.

Archers and Spearmen are your first combatants, but they alone cannot fight a medieval battle. Plop down an Armorer and Blacksmith as soon as you can. These folks hammer out the swords and armor necessary for Swordsmen. Swordsmen are the basis of a powerful army. Be they Arab or crusader, Swordsmen can cut through enemy Archers, Slingers, Slaves...heck, they can cut through just about anything including castle walls.



Crossbowmen are also an important part of castle defense. Their quills have a greater penetrating power, making them excellent adversaries to Arab Swordsmen.



THE ARABS

The Arabs play distinctly different than the European crusaders. Much of the crusaders' advantage is built around their powerful troops. Conversely, the Arabs rely on speed and stealth.

Use your Assassins to storm the towers adjacent to the castle gate and then open the gate to allow your Swordsmen, Slingers, and Slaves to rush in. Strive to amass your Slingers and Arabian Archers against a handful of the Europeans. This enables you to take down the European Archers with a minimum of friendly casualties.

Fire is the Arab's friend. When defending, the Fire Throwers can coat the base of a wall with flame, killing any attackers grouped there. The Fire Throwers may also use their limited range to set fire to European villages. Target thatched roofed buildings (such as a Fletcher's Workshop) first. These buildings burn more easily than tougher structures, which cannot be burned or destroyed.

Slaves are also great fire starters. Don't, however, try to use these guys as fighters. It takes a lot of them to even take down one European Swordsmen. However, just one or two Slaves can set a town ablaze, and that blazing town will take out the European Swordsmen for sure.

The Arabs need not always use stealth. When attacking, the Arabs can use their Shortbowmen and Slingers to eliminate the European Archers in two adjacent towers and then hack through the castle walls with their Swordsmen or break through with a Battering Ram. Once through, the Arabs may let loose their Slaves in the castle interior to set it on fire.



SLAVE PACKS

Slaves seem to come in packs, which can be dangerous to themselves. A burning building knows no friends. Hence, if one Slave sets a building on fire, other Slaves standing next to the building frequently catch on fire. Try to use the Slaves in small parcels or risk losing them all in the blaze that they set.

SIEGE ENGINES

You may build war engines such as Ballistae, Mangonels, or Trebuchets at a high price in gold. They can provide your castle with ample firepower to employ against any attackers. Enemy siege engines are among the greatest threats to your castle, and a well-placed Ballista can help you destroy them before they have a chance to knock down your walls. Mangonels may also be used against enemy troops, and are particularly effective against massed approaching infantry.

PLACING TREBUCHETS

The Trebuchet has the longest range of the siege engines. Place them well away from the castle that you are attacking and use them to bring down the enemy castle's towers. But alas, wrecking a tower does not kill the enemy within it (they do, however, receive damage if they're in it when it's destroyed). Once the tower collapses, throw a couple of diseased cows at the survivors. They'll die soon enough, or wish they had.



All siege engines are nothing more than large mechanical curiosities until you assign Engineers to man them (Trebuchets require three Engineers, while the Battering Ram and Siege Towers take four. The Catapult requires two, and the Shield takes one). Select the Engineers by clicking and dragging around them, then click on the engine you wish them to crew. As soon as they take their positions beside the machine, it is ready to fire.



THE BALANCED FORCE

The best military force is a balanced one. No one type of troop can win a battle on its own; it takes a combination of many different troop types to truly excel on the battlefield. On the defense, your primary unit should be Archers and Crossbowmen. You should have some melee troops (Spearmen) to push ladders off your walls, and whack Arab Assassins that manage to scale the ramparts.

SWORDSMEN ON PATROL

Order your wall-guarding Swordsmen to pace sections of the wall by using the Patrol command. It's also a good idea to put them in Aggressive mode.

Always keep a reserve. I like to put some Slingers or Archers on top of the Keep or a tower inside the castle wall. These bowmen pincushion enemy soldiers who make it inside your walls. By the same token, a handful of Swordsmen, Knights, or Horse Archers can run to the scene of a breakthrough and stem the tide.

Whenever possible, you should also have some siege engines manned by Engineers to provide counter-fire against enemy siege engines, which can dish out horrendous amounts of punishment to your walls. By building a balanced force capable of responding to any potential threat, you will be able to defend your castle successfully against enemy armies many times larger than your garrison.

DEFENDING YOUR CASTLE

There are times in *Stronghold: Crusader* that you must build and defend a castle. For that reason, you must master the art of defense to preserve your people, and the hard work you have invested in building your *Stronghold*.

Defense in depth is one of the most important concepts of castle defense. Unless you have been placed in charge of a castle that has already been constructed with a single wall, you should always endeavor to have more than one line of defense. An inner wall surrounding your Keep and essential buildings enables your troops to fall back from the outer wall if an enemy overwhelms the outer ring of defenses. Enemy siege engines (or Assassins for that matter) can make short work of walls, making a second line of defense very important. As the enemy soldiers trickle through the gaps they have created in the outer wall, melee soldiers stationed on the outer wall can gang up on them while Archers atop the inner wall lend fire support.



RANGED WARRIORS IN THE TOWERS

Station as many Archers, Arabian Archers, Slingers, Fire Throwers, and Crossbowmen as you can in towers, which are much more resistant to enemy attack than walls. They are also taller, which provides your ranged marksmen with greater range and offensive bonuses when firing.

You should spread out your defenders along the wall (or walls) facing the enemy attack, so that you are firing on them from as many sides as possible. The attacker can use Portable Shields to protect advancing troops from missile fire in one direction, but as they near your walls, towers to either side of them will begin firing, making the protection offered by the Portable Shields inadequate. Corner towers are especially important, as they can also fire down the sides of the castle in case the enemy runs the gauntlet of fire and attempts an attack on the flank.

BUILD TOWERS THAT JUT

You may also build towers that jut out from the wall. These do not have to be on corners, but rather in the center of the side. These towers allow you to direct fire on Laddersmen or Assassins who are attempting to scale the castle walls.

A reserve is critical to castle defense. More often than not, the enemy will break through somewhere. If all your troops are manning the castle wall, you'll have no one to counterattack the breakthrough.

THE ART OF SIEGE WARFARE

Attacking an enemy *Stronghold* is a great challenge, and it requires careful planning and precise execution. Remember that the defender has almost all the advantages of terrain and position, so you have to overcome those advantages with sound tactics, superior numbers, and determination.

The first consideration of any attack must be the enemy walls, because you must get past them to achieve victory. Have a clear plan for overcoming the enemy wall. You may choose to scale them, knock them down, or go through the Gatehouse. Each approach has its own advantages and disadvantages, and you must consider each scenario independently to decide which is the most suitable approach.

UP AND OVER

If the enemy walls are simply too strong for you to pick through, tunnel under, knock down with siege engines, or otherwise breach, climbing over them may be your only chance for entry into the castle. Scaling the walls requires Assassins or Laddermen and melee troops. You may also move Siege Towers up to the walls, if you have the resources available.



placing your ladders. If you have Engineers available, build Portable Shields to help protect your army as it advances on the wall.

BREACHING THE DEFENSE

Note, however, that before a wall can be scaled, broken with a Battering Ram or sword, or topped with a Siege Tower, you must first neutralize the defenders in the area that you hope to breach. Frequently this can be done by overwhelming the enemy defenses with superior numbers of Archers, Arabian Archers, and Crossbowmen, but other times the only way to neutralize the defenses is to give them more targets than they can kill. Doing so allows some of the attackers to get through and accomplish their mission.

Enemy troops atop the ramparts will be able to push your ladders off the wall or behead your Assassins, so it is important to support them with Archers and/or Crossbowmen. First eliminate nearby enemy arrow slingers and then target enemy troops atop the walls to keep their heads down while your infantry bravely rushes up the ladders or your Assassins climb their ropes; or better yet, use your Archers to eliminate the wall garrison before

BREACHING THE WALLS

If you can muster the firepower, knocking down the enemy walls is the best, safest choice for the attack. Fire boulders from your siege engines from a great distance away, out of range of defending Archers. Using Trebuchets enables you to bombard with impunity. Take down the towers housing enemy Archers first. Fling a couple of dead cows to kill the Archers.



Tunnelers also can undermine walls, and can be very effective over the course of an extended siege. Even melee troops (especially Macemen) can use their weapons to hack through the walls, though this method should only be used as a last resort, and only if the enemy has very few Archers covering the outer wall.

Work towards creating a breach in the walls large enough to accommodate the bulk of your army, so that they can flood through the hole in one large group. If the breach is too small, only a few of your troops will be able to enter the castle at one time, allowing the enemy to counter-attack your troops as they enter the castle.

PRESERVE THE OUTER TOWERS

If possible, try to preserve the outer towers. You can station your own Archers (or whatever) atop them once the hand-to-hand battle has swept past them, granting you some of the same advantages formerly held exclusively by the defenders.

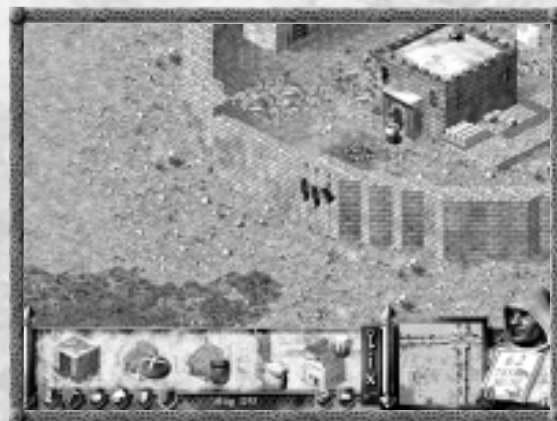
If the enemy doesn't counterattack your outer wall penetration, move your siege engines up, and attempt to destroy the next line of walls. Your siege engines are less useful after you've entered the castle, so once they have developed a breach in the outer wall you may use them more recklessly. If they are drawing enemy fire, move your Archers forward to return fire and give the enemy additional targets. Once your siege engines are destroyed or ineffective, rush forward with your entire army.

THE GATEHOUSE

Although often overlooked, the Gatehouse is often the best point of attack. Depending on a castle's design, a Gatehouse may also be the key to the entire castle. If the enemy castle isn't designed well, a breach at the Gatehouse could open the entire wall to an invading army.

The Arabs definitely have an advantage in Gatehouse capture. Their Assassins can not only scale the castle walls, but are the second best melee troops in the Arab arsenal. Arabs should assault Gatehouses by first moving up Arabian Archers and Slingers to cover the Assassin's attack. Next, order the Assassins to scale the walls. While the Assassins are scaling, the Arab Swordsmen should be advancing on the Gatehouse. Once the Assassins successfully scale the wall, have them seize the Gatehouse, open the gate, and let their brother Swordsmen in.

If you choose to attack the gatehouse, concentrate all of your efforts against it. Blow through the doors with a Battering Ram, demolish the entire structure with Trebuchets and Catapults, or overwhelm it with infantry. Once you've gained entry, flood the gap with everything you have.



PLACE SIEGE TENTS WITH CARE

Take care in the placement of your Siege Tents, which will eventually become your siege engines. Mobile siege engines, like Battering Rams and Siege Towers, should be placed out of range of the enemy Archers. Move them forward, only when they can reach the wall intact. It only takes a single hit from a Ballista, or a hail of arrows from Crossbowmen, to shatter a siege engine.

FINISHING THE ATTACK

In skirmish and multiplayer games, once you've broken through the walls, concentrate all of your efforts on reaching the enemy Keep and defeating the Lord of the castle. Frequently, this is the object of campaign missions too. Do not worry about hunting down the rest of the enemy garrison, because they will surrender as soon as their commander has fallen. It takes several troops to slay the Lord, who is quite good in hand-to-hand combat. You will have better luck with Swordsmen or Macemen, but even a squad of Spearmen will be able to take him down if they fall on him at the same time together.

Surround the Lord before you attack, so that all of your troops hit him at the same time. When the Lord falls, the castle—and victory—are yours!

Of course, the Lord is not the key to every mission. Frequently you must eliminate all enemy troops, and in some missions—such as “Jaffa, Recaptured”—you must not only capture a stout castle, but defend it as well. In those cases, you must annihilate the enemy once you breach the castle walls. Have your quick troops, such as Macemen or Assassins, run to the towers to kill the enemy Archers, send your Swordsmen against the enemy infantry and Knights (if you have them or Swordsmen if you don't) against enemy siege machines within the walls.



WATCH FOR HIDING TROOPS

Be wary of troops hiding inside the keep. Some enemy guards may be hidden from view until you attack. If you suspect strong resistance, press the Spacebar to flatten the objects on-screen. This enables you to see any hiding troops behind the walls.

BUILDING THE PERFECT BEAST

Castle design is both a pleasure and a challenge. Designing a castle requires a harmony of economic and military efforts. A successful castle must be able to function both as a formidable defensive stronghold and a viable economic center. If it fails in the former regard, all your building will be for naught, as your castle falls to the first enemy who comes along with a force powerful enough to defeat your inadequate defenses. Fail in the latter, and once again your castle will fall, this time under the burden of its own economic weight. Both goals must be considered in harmony to construct an ideal castle.

LINES OF DEFENSE

Think of the military plan of your castle before you build a single structure. Look for the signpost on the map, which marks the invasion point for enemy armies. The side of your castle that faces that point will bear the brunt of all enemy attacks. Work out a plan to provide your troops with concentric rings of walls to allow them to execute a successful defense in depth, with strong fallback positions to serve them even if the outer wall is taken. If you need to, you can even sketch out a plan on a piece of paper.

STUDY THE FORMIDABLE CASTLES

Study the castles described that you found most difficult to capture during the campaign. Learn from their designs, and try to incorporate the most successful elements of those castles in your plans.



Your plan must take the natural terrain into account, and it should include economic considerations. Is there a natural defensive position? Where is the most fertile ground? Where will you get stone for your walls, wood for your buildings, and iron for your weapons? How will workers flow in and out of the castle on the way to those buildings? If you build a castle with gates that are too convoluted, your workers will waste much of their time walking the maze to get in and out of the castle to deposit goods in your Stockpile. Provide your people with good traffic flow while maintaining your castle's security.

ECONOMIC CONSIDERATIONS

Once you have the overall position and plan of your castle in mind, you must modify it to accommodate your industry. A castle must make very efficient use of the space within its walls, devoting every square inch of space to critical buildings. Anything outside of your walls faces the possibility of demolition at the hands of an invading army; so keep as much as you can within the safety of your defenses. Conversely, it doesn't make military sense to spread your defenses out all over the map, so some buildings will have to run the risk of being overrun in the event of war.

BUILD A WELL

The problem with jam-packed buildings is fire. If they catch on fire, the flames will spread quickly. Therefore, it's always a good idea to build a well or two and a water pot in your castle.

Farms, Woodcutters, Hunter's Posts, Hovels, and other inexpensive buildings are logical choices for buildings placed outside your defensive perimeter. These are relatively inexpensive to replace, and either take up a large amount of space, or require specific conditions for placement. While a river valley is a prime location for an Apple Orchard, it is not necessarily the best place to fight a war.

OUT OF SIGHT, OUT OF MIND

If an unprotected Dairy Farm lies in the path of advancing infantry, chances are the animals and dairy farmer will be slaughtered. However, if the same farm is even partially hidden by a wall, the soldiers may continue toward the castle walls, ignoring the civilians. Consider shielding, or even completely enclosing, your exposed work sites. There is one caveat: the new enclosures may alter the defensive sight lines on your original walls, so you might need to make adjustments so the new wall is covered.

PLACE TOWERS NEAR FARMS

You may also place towers, with a squad of Archers or Arabian Archers, near your farms. These towers will protect them from wandering raiders.

You should provide at least a moderate capacity to produce food within your castle, so that you will be less susceptible to starvation from a long siege. Your bread industry, which is expensive and cumbersome, is an excellent candidate for inclusion inside your castle walls. Wheat Farms are the smallest farms in the game, and should be located close to your Stockpile. With even one Mill and accompanying set of Wheat Farms and Bakeries, you can produce enough food to weather an extended siege.

DEFENDING YOUR ASSETS

All of your military buildings should be in or near the innermost ring of your castle's defenses, to provide them with the greatest amount of protection from enemy attack. If you were to lose your ability to make new troops in between battles, you could be doomed by the next attack. Protect your Armory especially, which hosts all of your expensive weapons.

Naturally, your Keep should be within your very innermost ring of defenses. Because it cannot be closed to the enemy, you must construct an inner castle to defend it, complete with one or more Gatehouses and ample towers to provide for the defense. Your Keep should be located on the single most defensible spot in your *Stronghold*. Feel free to employ dirty tricks around its walls, including Oil Smelters, Killing Pits, Pitch Ditches, or anything else you think will aid in the final defense.

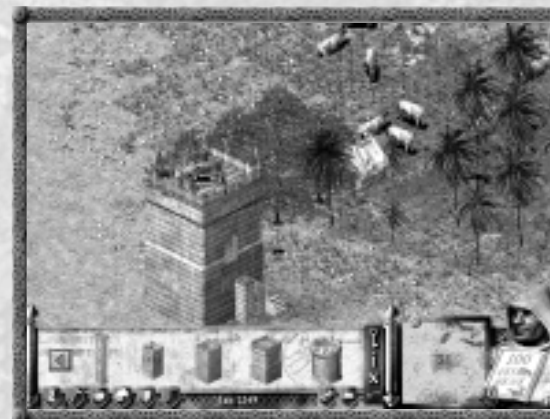
PITCH DITCHES

Pitch Ditches are best used in long, slender trenches along the enemy's most likely line of advance. Tend towards several smaller ditches instead of fewer large ones, so that you can set fire to specific patches of ground without wasting pitch on empty ground. Build several rows of trenches, as well, to get multiple burns along the same route.

Lay out your buildings with your castle walls in mind even before you begin building them. It is a waste of resources and time to destroy and rebuild misplaced buildings, so try to build in straight lines, without any wasted space between buildings. Remember, your Peasants also need space to walk between buildings, so leave one to two space passages in between your structures and make sure they follow the logical flow of traffic. If you plan on having large stocks of food and goods, you should also plan for the eventual expansion of your Granary and Stockpile. Because these can only

be placed adjacent to their existing partners, you must leave room for them that won't disrupt traffic flow.

With a grand design in mind and your industry growing according to the planned layout of your walls, you are ready to work towards the distant goal of building a *Stronghold* that will stand the test of time and war. Long live the castle lord!



Chapter 5

THE CALL TO ARMS



We've discussed the players in the game, and we've discussed the basic strategies that make for solid *Crusader* play. Now it's time to discuss the plate and mail walkthroughs that will lead you to victory in the deserts of the Middle East.

THE CALL TO ARMS

The first crusade was the European's most successful. Not only did it capture Jerusalem, but swept before it all the Arab armies. It seems a fitting place to start your quest.

NICAEA, ARRIVAL IN THE HOLY LAND

In 1094 AD the Turkish armies attack Europeans in Anatolia, defiling holy places along the way. Spurred on by the Pope and promises of plunder and adventure, European Armies swarm to Constantinople.

Upon arrival in Constantinople, discipline breaks down and the starving crusaders begin ransacking the surrounding countryside for food. Emperor Alexis quickly arranges sea transportation and a military escort to keep the crusaders moving.



OBJECTIVES

Take control of the city of Nicaea with help from the Greek Allies. The Turks will be unprepared for the attack so the battle should prove simple. The journey to Jerusalem will need financing if the crusade is to succeed, so raise gold by whatever means necessary.

Objective: Acquire 450 Gold.

STRATEGY

This is a great scenario for those who are either new to the *Stronghold* game system or those that haven't played the game in a while. Your task is simple: capture the ramshackle castle, invigorate it, and then raise 450 gold. Here's how to do it.

Lasso your Archers and assign them to a group by pressing Ctrl+ the number with which you wish to designate them. Do the same for the solitary Knight. This will make both easier to control.

The castle lies to the northeast. Order the Archer's to enter the castle's main gate and then tell them to destroy the Arab slingers on the castle's southeastern wall.



FINDING YOUR DIRECTION

All directions are as follows: when your view is such that the red compass needle points north, the top of the screen is north and the bottom south. The right edge is east and the left edge is—you guessed it—west.

Now pincushion the remaining slingers that wait in the courtyard while your knight bashes and slashes them with his sword. Voila! The castle, albeit the fixer-upper castle, is yours. Now it's time to make something of it.

First priority is a bit of food. After all, if you give your subjects a bit of food you can tax them more severely. Fertile land and wild game wait east of the castle. Place your Granary as close as possible to these food-producing assets.

Plant three Apple Orchards in the fertile land, and erect three Hunter's Posts near the herds. This will start the food rolling into the Granary.

You'll soon need more subjects, so put up a Hovel. Use your new peasant power to build three Woodcutter Huts near the trees southeast of the castle. This will give you more than enough wood for the remainder of the mission.

With the lumber and food coming in, it's time to turn your attention to the scenario's goal: making money. Click on the Granary and set the food allotment to Extra Rations. This will make your constituents happy. Set your taxes to Average. The Average taxes and Extra Rations will cancel each other out. Accordingly, your gold reserve will rise.

At this point all you need do is relax and watch. Eventually your gold will crest 450 and you'll win. But we know that you aren't a relax-and-watch type of person. You want to wring every ounce of fun out of this software you can... become the Michael Vick of Crusaders, so to speak.

So, instead of waiting, build a Rock Quarry and three Ox Tethers on the rock piles west of the castle. Next, build a market. Sell the stone and extra food at the market, and you will win more quickly and feel much better about your gaming self.



HERACLEA, THE JOURNEY SOUTH

The crusader's march across Anatolia is difficult. The Turks burn all crops in their retreat southward and the westerners have found themselves ill equipped to deal with the freezing temperatures. After some minor skirmishes, the army is left starving and exhausted.

OBJECTIVES

Rebuild the wheat farms around the city of Heraclea to provision the army. Local reports suggest Turkish raiders have been operating nearby.
Objective: Acquire 300 Bread.



STRATEGY

Like the first mission, this scenario is primarily economic. Unlike the first mission, you will have small skirmishes throughout this escapade. That's okay, because you came to fight as well as build. Let's get started.

The scenario opens with Heraclea's Wheatfields on fire. Don't sweat it, you'll build more. Open by seeding two Wheatfields in the fertile land just north of the Granary, and three more on the western edge of that same fertile land. Fill the rest of the oasis with Apple Orchards. To quickly accrue bread loaves, you'll need lots of apples. More on that in a paragraph or two.



Place a Mill and three Bakeries next to the Granary. This should get your bread production moving along quite nicely, thank you.

By now, bushels of apples should be rolling out of your orchards. This is a good thing. Click on the Granary and then toggle off bread consumption. Your subjects will be happily munching apples for now. After all, you have a crusade to win.

Slap down a couple more Woodcutter huts, and then place the Barracks, Armory, and two Poleturner's Workshops. Group the Armory and Poleturner's Workshops near the Stockpile. This shortens the distance the workers must travel for stores. Build the Armory northeast of the Manor House. The Turkish raiders frequently come from the north, so northeast of your castle is a great place to muster your troops.

SPEARMEN VERSUS CAVALRY

Why two Poleturner Workshops? We thought you'd never ask. Spearmen are deadly against cavalry and those are the type of warriors that comprise the Turkish raiders.



If you haven't already, build a couple of Hovels. Recruit Spearmen as fast as your Poleturner's can make the spears. Soon the Turks will raid your fledgling village; they gallop in from the north. Group your archers and spearmen into two bands. Engage the Turks from afar with your archers while the Spearmen close with the pony soldiers and run them through. Once the Turks die, fall back to the Barracks.



Before too long, the original Granary will fill with bread. This causes two problems. Since your peasants aren't eating bread, the Granary will have no room for apples, and the populace will starve. The second problem is insufficient storage. There simply isn't room in one Granary for 300 loaves of bread. So build another!

Continue baking your bread. You can add a couple more Bakeries, if you like. Train more Spearmen and fend off subsequent Turk raids. When you reach 300 loaves of bread, you win.



ANTIOCH, THE COUNTER-SIEGE

Antioch was a strong and difficult city to attack. Fortunately, the crusaders had a spy on the inside. He arranged for one section of the wall to be unguarded. This allowed the crusaders to stream through St. George's Gate and take the city.

OBJECTIVES

A huge Turkish army is on its way. Quickly garrison the city walls and man its towers. All trade and food routes are cut off. Make the most of the limited supplies; it will take a lot of faith to hold Antioch.

Objective: Eliminate all enemy units.



STRATEGY

You begin the game in control of the castle and not much else. Food stocks are low, and manpower is at a premium—you initially have but a handful of Archers and Spearmen to defend the castle. You must mold these meager resources into an economy that can not only feed the populace, but also birth an army capable of defending the castle and slaying the enemy. Here's how.

Divide your initial allotment of Archers between the eastern castle tower and the two towers adjacent to it. These towers give the Archers a defensive bonus, and you'll need that bonus, in addition to the Archer's arrows, to thin the upcoming Turk attacks.

Group your Spearmen together and place them outside the castle gate. These will be your rapid reaction force. Use them to counterattack Arab slingers and archers. Now let's get started on the economy.

A small oasis lies east of the castle. Plant three Apple Orchards there. Trees grow on the west side of the same oasis; place two Woodcutter shacks there. To the northwest of the castle is an iron deposit. Build an Iron Mine on it. Inside the castle erect a Fletcher's Shop, Poleturner's Workshop, Blacksmith's Workshop, and Armorer's Workshop. Make sure you place an Armory so that the weapon smith's will have somewhere to store their handiwork. Also, place a few Chapels to significantly increase your bonus to popularity. This enables you to reduce your rations and increase taxes and the bonuses from religion.



Soon the enemy will come calling. More often than not, the first attack comes from the north. Zoom out the map when you receive word that they are attacking. Once you have determined where the attack is coming from, move your Archers to the towers near the attack. These Archers will thin the attacking hordes. Counterattack the enemy slingers with your Spearmen. The Spearmen will make short work of the slingers, and your Archers will kill the enemy bowmen. That leaves the Arab swordsmen. Weaken them with your Archers, and then swarm the poor Arabs with your Spearmen. That's one attack down and two to go.



NEVER OVERBUILD

Resist the temptation to overbuild. Do not construct another Hovel yet. Sixteen subjects are enough for now. Placing a hovel increases this number to 24—more peasants than you have food for.

Your economy will continue to grow. Use your resources to also grow your army. Archers are the first priority and then Spearmen. You'll need about 16 of each to beat off the next two Arab attacks. When armor and swords are available, train some swordsmen. Six of those heavily-armored men should do the trick.

KEEP ARCHERS IN RESERVE

Keep four Archers in reserve on the wall above the gate. Assign a group number to them. The Arabs do not always attack the same wall. Once you have ascertained the axis of the Arab attack you may quickly order your reserve to the wall or a tower on that side of your castle.



Group the Spearmen and Swordsmen separately and position them outside the main gates. When the Arabs attack again, use the Archers to thin their ranks, the Spearmen to attack the enemy slingers and bowmen, and your Swordsmen to eliminate the Arab swordsmen.



After the second attack, you may build a second Hovel and Iron Mine. You should have sufficient food reserves to feed the additional people. Increase rations to full and slap an average tax on the people. This money will help fund your larger army.

The Arabs will try your defenses one last time. There's nothing special about this attack. When your military advisor notifies you of the Arab assault, zoom out your view and locate the enemy. Concentrate your Archers on the walls that they are attacking. Throw your Spearmen against the enemy slingers, and your Swordsmen against theirs. After you defeat the main attack, check each of the castle walls for remnants of the Arab force. Once these remnants are offed, the mission ends.



KRAK DE CHAVALIERS, THE SIEGE OF ARQAH

As the march continues south, the petty emirs along the way yield to the crusaders. They agree to pay the tributes the crusaders demand. Resistance is met at the city of Arqah, which refuses to surrender.

OBJECTIVES

The main part of the army is laying siege to Arqah, but the men are disheartened. Start construction of a new castle, Krak de Chevaliers, and begin ale production to increase troop morale. There are large bands of raiders nearby that may prove to be a threat.

Objective: Acquire 50 ale.



STRATEGY

Like so many of the missions in *Crusader*, this one is great fun. What other game lets you slay your enemies while you brew ale for your victory party? Fun or not, this scenario is a real challenge. Follow this strategy to beat it like a dusty rug.

Place your keep east of the rocky plateau and put your Granary down near it. This is where you will make your stand.

When playing *Crusader*, always remember to eat first and fight later. To wage war well, you must first ensure your population has food and raw materials. Accordingly, after erecting your Keep and Granary, plant two Apple Orchards and three Wheat Farms in the oasis.

Build a Mill and three Bakeries to process the wheat from the fields. You may need to erect two to three Woodcutter Huts to saw enough lumber to build the Bakeries.

You also need a Quarry and three Ox Tethers. This is a critical building. Without the Quarry you cannot build the Barracks needed to train your first troops. Once the Quarry is up, build an Armory to store your initial allotment of bows and spears. When you have enough stone, build the Barracks, and train five Archers and five Spearman.

Stand ready, because an Arab raiding party soon appears. Attrite the enemy with your Archers and then weigh into them with the Spearmen.



Place two Iron Mines on the iron deposit that lies in the map's northwest corner. Build the weapon workshops near your Stockpile. Add Hovels as needed to provide workers for your numerous buildings.

By now your economy is working well; it's time to brew some ale. Plant three Hops Farms in the oasis and erect three Breweries to process the Hops. This will send you on your way to accruing 50 barrels of ale.



You are not out of the woods yet. The Arab raiders will continue to send small raiding parties. You do, however, have plenty of stone. Build walls around your town. Place Archers on the walls on the rocky plateau and the oasis. Make sure to include a Gatehouse and sprinkle liberally with Towers. Continue to grow your army, and man the towers with Archers. Keep your Spearmen and Swordsmen in reserve.

When the Arabs attack, fill them with arrows and then counterattack with your foot soldiers. Defend your castle while the maids brew ale. When you reach 50 barrels, you win.



JERUSALEM, THE FINAL ASSAULT

Unable to break down Arqah's defenses, the crusaders move on to Jerusalem. The initial assaults prove fruitless due to the lack of siege engines. The nearest forest is over 20 miles away, so the final attack is delayed for weeks.

OBJECTIVES

Now that the siege towers are ready, lead the main assault against the north wall. Word has come in of a massive Egyptian army marching to relieve Jerusalem, so the main fortress must be captured as quickly as possible.

Objective: Kill the enemy lord.



STRATEGY

This is an exciting mission. You are given plenty of troops to assault the castle, but not much time, so you must move quickly if you wish to win. At the same time, you must use sound tactics or your Europeans will be slaughtered.

Begin by grouping your unit types into separate groups. In other words, when you're finished grouping you'll have a group of Archers and a group of Spearmen—one of Swordsmen, and one of Knights. Place the siege towers in separate single tower groups.

Advance the Archers to the western corner of the Jerusalem walls. When they are within range, order them to take out the archers on the tower. Next eliminate the fire throwers who are on the same tower, as well as those on the wall northeast of it.



Now bring in a siege tower and place it adjacent to the recently cleared tower. Order your Archers to climb the siege tower, and then man the adjacent tower. Make sure the Archers are in the aggressive posture.

From their newly captured tower, the Archers will clear the Gatehouse of fire throwers and seriously weaken the tower to the southeast. Split your swordsmen. Order half to climb the siege



tower, and then capture the tower to the southeast. Direct the other half to take the Gatehouse and subsequently the tower adjacent to it.

By now, most of the city's defenses are yours and most of the fire throwers are dead, but you aren't out of the woods yet. Order some Swordsmen to capture the large tower to the southeast. Place your Archers on it and they will clear the fire throwers off the enemy Keep.



Charge the Keep with your Swordsmen, Knights, and Spearmen. They will soon overpower the Arab swordsmen. Run to the roof of the Keep and kill the enemy lord.

Chapter Six

SALADIN'S CONQUEST



From the life of a European crusader to the camp of a Arabian general, *Stronghold: Crusader* thrusts you into the holy wars from both sides of the saber. In this campaign, we assume the role of Saladin—the greatest Arab general of all time.

In 1174 A.D. Sultan Nur ed Din dies and Saladin assumes control of his Arabian Empire. Before he can recapture the region's conquered cities, Saladin must deal with problems at home.

DAMASCUS, THE BALANCE OF POWER SHIFTS

The vast majority of the cities previously under Nur ed Din's rule accept Saladin as their new leader, but a few remain dissident. Damascus is one of the main cities that has rejected Saladin's rule.

OBJECTIVES

Assemble the army and march on Damascus. Bring these rebels to order as an example to the rest.
Use all the resources at your disposal.

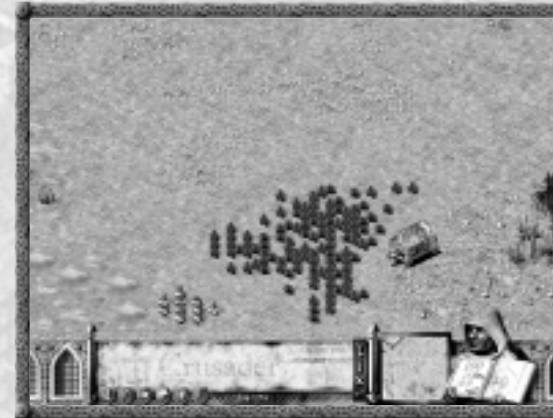
Objective: Eliminate all enemy units.



STRATEGY

A rather short scenario, there are as many ways to win Damascus, the Balance of Power Shifts, as there are gamers who game the mission.

You begin with three types of units: Slingers, Shortbowmen, and a Battering Ram. Put each unit type in its own group.

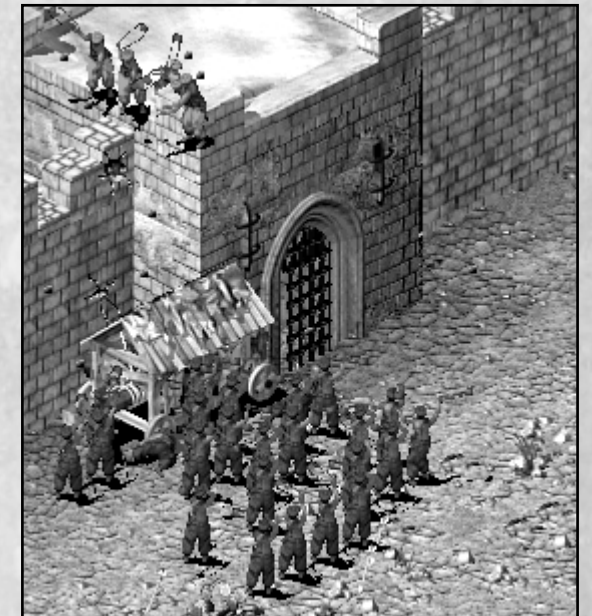


OVERWHELMING ODDS

In *Stronghold: Crusader* might is nearly always right. The idea is to focus as many of your troops as possible against a few of the enemy. Once this few is defeated, it is time to move on to the next few.

Order all your Slingers and Shortbowmen to attack the southeastern tower. Place the Slingers in front; they have the shorter range of the two. The Shortbowmen and Slingers will make short work of the Arab men in the tower.

Occasionally, this attack provokes a response from the Arab Swordsmen in the Gatehouse. That's a good thing. Draw the Swordsmen away from the covering fire of their own Slingers and lay into them with your Slingers and Shortbowmen. Whenever the enemy Swordsmen close with your men, retreat and attack them from afar. With luck you'll lay all the Swordsmen low without losing any of your troops.



Now move the Slingers and Bowmen to the Gatehouse and attack the Swordsmen and Slingers that guard the stone structure. If the enemy Swordsmen approach to hack your Slingers, retreat and kill them from a distance.



Now move to the final tower and eliminate the enemy Shortbowmen that man it. By now, your contingent of Shortbowmen is wiped clean, but it's not a problem. Although the enemy has been reduced to a handful of Swordsmen on top of the Keep, you still have plenty of Slingers.

Use the Battering Ram to smash a hole in the castle wall. It doesn't really matter where. Once the smashing is done, storm through the opening with your eager Slingers and approach the Keep. Stone the Swordsmen guarding the Keep from a safe distance. If they attack your Slingers, retreat and continue to bombard them from a distance. Once all the Swordsmen die, you win.



REDUCE THE NUMBERS

You don't need to kill the Peasants at the campfire. Just eliminate all the military units and you will win.

KERAK, REYNALD'S TREACHERY

Reynald of Kerak plunders rich Arab merchantmen in the shipping lanes of the Red Sea, thereby breaking the European's truce. Saladin responds by laying siege to his castle.

OBJECTIVES

Reynald is hosting a wedding party in his castle's Keep. Lay siege to the castle and tear down the cathedral to show your intent. There is no time to capture the city; reinforcements from Jerusalem are already on their way. Instead, teach him a lesson by bringing down the cathedral in the eastern part of Kerak.

Objective: Destroy the cathedral.



STRATEGY

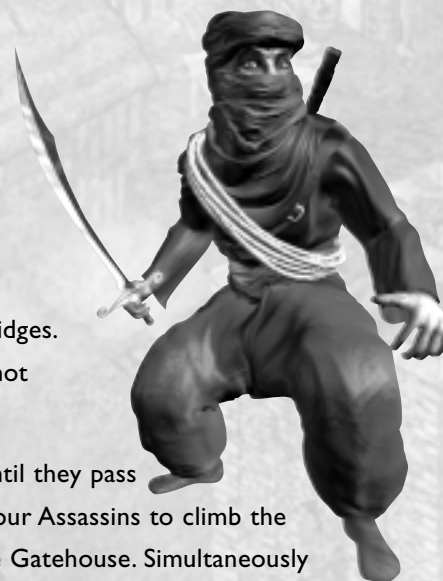
There is no way to break through the castle walls. Instead, you must sneak into the castle, open the gates, and then take down the enemy from within. It's great fun and here is how to do it.

Three troop types answer roll call at the start of the mission. You have a horde of Slingers, a good number of Swordsmen, and three Assassins. Place each unit type into its own group.



KEEP THE NUMBERS THE SAME

During a campaign, it's a good idea to always assign the same types of units to the same group. In other words, always place your bowmen in group "1," your Swordsmen in group "2," and so on. By doing so, selecting the correct type of unit will become second nature.



Send your Assassins to the tall castle wall between the ridges. Move your Swordsmen and Slingers slightly northeast, but not within range of the European arrow slingers.

Two European Swordsmen patrol the castle wall. Wait until they pass your Assassins and move northeast along the wall. Order your Assassins to climb the wall. After they reach the top, direct them to the top of the Gatehouse. Simultaneously command your Slingers and Swordsmen to advance to the Gatehouse.



When the Assassins reach the Gatehouse the gate will open. Tell your Slingers to rush in and attack the Crossbowmen and Archers in the towers west of the gate. Your Swordsmen should run to the top of the Gatehouse and slay the patrolling European Swordsmen (they always return right about now).

With all European Archers and Crossbowmen down, it's time to mount the assault on the cathedral.

Select all your surviving warriors and left-click the cathedral. They will advance en masse to the building. Two European Swordsmen will attempt to defend the wedding, but they will quickly succumb to your stones and swords. Hack on the cathedral, it collapses, and victory will be yours.

ALEPPO, CONSOLIDATION OF POWER

After successfully bruising Reynald's pride, Saladin leaves Kerak. Saladin marches north to Aleppo as Jerusalem's reinforcements pour into Kerak to rescue the wedding's guests. The city of Aleppo has thus far resisted Saladin's rule with help from European troops from Antioch.

OBJECTIVES

Bring Aleppo to its knees using the slave army supplied by the local emir. The city is heavily fortified, so you have to plan carefully to fight your way through its two gates.

Objective: Kill the Enemy Lord.



STRATEGY

Play well if you want to win this scenario. Firefly has truly designed a challenge. You must not only overcome one wall, but two. It's tough, but it can be done. Here's how.

Place your Assassins in a group and order them to the southeast tower. On arrival, have them scale the walls and eliminate the Crossbowmen in the tower.



Order the Assassins back to the ground (on the outside of the wall). Send them to the northwest tower. Simultaneously, order the Slaves to the front gate. Place the Slingers behind the Slaves and order them to take out the Crossbowmen on top of the Gatehouse.

NOTHING TO OFFER

The Slaves have nothing for the Crossbowmen, but evidently the Crossbowmen don't know that. They ignore the Slingers and continue to pepper the Slaves with bolts.



By now the Archers and Crossbowmen on the first wall have been eliminated. Order your Swordsmen and Slingers to muster outside of the Gatehouse. Move the Assassins onto the Gatehouse and direct them to open the gate. Rush your Swordsmen inside and move your Slingers onto the Gatehouse.

This will be more than the oncoming European Swordsmen can handle and they will soon die. After the Europeans succumb to the attack, select four Slaves and have them set fire to the hovels inside the first wall. Let them burn to the ground.

Now it's time to breach the inner wall. Send all your slaves to the base of the inner tower. Again, they are forming a human shield. Place the Slingers behind the Slaves and order them to engage the Crossbowmen on the top of the tower. Have your Assassins scale the wall adjacent to the tower, and then tell them to kill the remaining Crossbowmen.



Send your Assassins to the inner Gatehouse. Open the gate and let your Swordsmen stream into the inner city. Unfortunately, they have the inner city Swordmen to fight. Muster your Slingers on top of the Inner Gatehouse, and they will add their slung rocks to your Swordsmen's flashing swords.

Soon most of the enemy Swordsmen will fall. All that is usually left are two Swordsmen and the enemy Lord on top of the Keep. Bombard them with your Slingers. After the Swordsmen fall, send everyone after the enemy Lord. He'll soon die and the battle will be won.

DON'T SEND ALL AT ONCE

These four Slaves may be slain by the Crossbowmen atop the inner towers. If so, send a few more Slaves to do the job. Do not, however, send all (or even the majority of) the Slaves. If you do, they will be caught in the ensuing bonfire and burn to death.

HORNS OF HATTIN, BATTLE ON THE HILL

Saladin makes his move on Jerusalem and the European main force comes to meet him. Believing they can replenish their supplies later, the Europeans pass through the desert hills without water.

OBJECTIVES

Saracen forces have the Europeans trapped on a hill without water. Although you are outnumbered, the enemy is demoralized so this will be an evenly matched battle. Many of their religious and military leaders are in the camp, so an Arab victory would be a devastating blow.

Objectives: Kill the enemy Lord.



STRATEGY

This is a tough one. But tough is good, and this mission is great. You'll have to stay on your toes throughout the scenario to bring the Europeans down.

Start by grouping your like units together. After the groups are established send them north, along the east side of the map.

DON'T GET TOO CLOSE

Don't let any of your units stray too close to the front of the European encampment. The European's Crossbowmen are lethal, especially against your unarmored Fire Throwers.



You'll see a squad of Archers lounging among the trees which grow on the east side of the European encampment. Place your Horse Archers on the hill to the east of these trees and take out the Archers. Just south of the Archers is a Crossbowman. He's next on the dance card; bring him down.

Gallop your archers up the small valley that cuts through the ridge just west of their initial attack position. Continue to the northern edge of the board. From there they will supply cover for your next move.

March the rest of your army through the valley. If the enemy Swordsmen respond, block them with your Swordsmen while your Horse Archers and Slingers pepper them from afar. Keep your Fire Throwers out of the battle for now.

Once your army is ensconced along the northeastern edge of the map, send your Fire Throwers southeast to raid the encampment. Set fire to the building closest to your army. The fire will quickly spread through the eastern portion of the camp, killing Swordsmen, Pikemen, and Crossbowmen.

WATCH OUT FOR FIRE

The crusader Swordsmen don't like this one bit. As soon as they see your Fire Throwers approaching, they will sally forth to separate the Fire Thrower's heads from their torsos. So, set your blaze and get out of there.



Now advance your army southeast a bit (into the recently burned area) and fire up a couple of new buildings. If the crusader Swordsmen come out to play, you should retreat your army, peppering the crusaders with arrows and stones as you fall back. After you weaken the Swordsmen, lay into them with your own Swordsmen. Rinse the Arab's bloodied swords and repeat.

As you move deeper into the encampment, the crusader Crossbowmen—who are located on the front walls—will engage your troops. Position your Horse Archers so that all of them can fire at only one or two of the Crossbowmen. Eliminate those Crossbowmen, and move on to the next.

Once you have eliminated all Crossbowmen able to fire on a section of the camp and beaten back the Swordsmen, fire up that section of the camp with your Fire Throwers. Use these tactics as you continue to work east to west across the camp in this manner. Ignore the Swordsmen and Knights between the two walls. They cannot attack you.

There is a band of Archers in the woods on the west side of the camp. By now your Horse Archers may be too depleted to take them on. Fret not, the crusader bowmen can still be eliminated. Distract the Archers with your remaining Horse Archers while your Fire Throwers set fire to the Archer's woods. The woods will blaze merrily, barbequing the enemy Archers.

Once you have eliminated the troops in the rear encampment, it's time to fry the remaining Europeans. Move your Fire Throwers, Slingers, and Horse Archers to the north side of the second wall. Bombard the Europeans on the other side of the wall. When you have killed them, hack through the wall with your remaining soldiers, reposition your Fire Throwers, and light up the soldiers on the south side of the southern wall. When the enemy lord falls, you win.



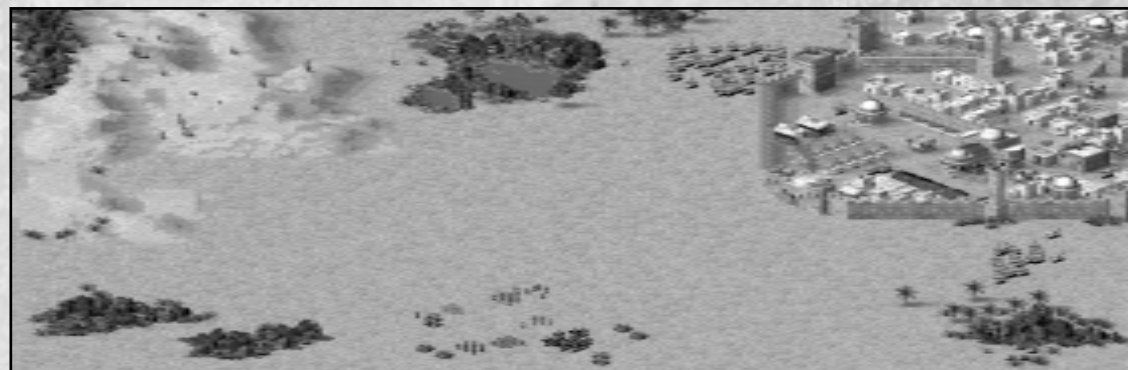
JERUSALEM, RETAKING THE HOLY CITY

Saladin decimated the European's main force and captured or killed many of their leaders. Now Saladin stands before the gates of Jerusalem. He pauses, taking time to plan the siege.

OBJECTIVES

This is the final assault. Jerusalem's best defense is its immense city walls, but the northeast section is weak. Once the walls have been broken down, the Europeans are likely to surrender.

Objective: Eliminate all enemy units.



STRATEGY

Here we go again, it's time to burn, baby, burn. The mission opens with your troops massed outside the walls of Jerusalem. That's the good news; the bad news is that lots of European Knights are also massed outside of the walls of Jerusalem, and they will do their best to stop your assault before it starts.

The stopping takes the shape of numerous mounted charges against your forces. These can be devastating if you don't know how to handle them, but we are here to show you how. Place the Assassins and Swordsmen into separate groups. Put your Shortbowmen, Horse Archers, and Fire Ballistae into aggressive mode. When the Knights sally forth, your ranged weapons will weaken them. Just before the Knights lay into your Ballistae swarm them with your Swordsmen and Assassins.



If the Europeans send two groups simultaneously, order the Assassins to parry one while the Swordsmen fight the other. Continue defeating the crusader's attacks until all the Knights outside Jerusalem's walls are defeated.

The hard part of the mission is over. Move your Archers and the Ballistae toward the main gate. Eliminate the Archers and Crossbowmen in the towers on either side. Move the Ballista closer to the gate and take out the two water pots near the Cathedral.

Meanwhile, back at the bowmen ranch, it's time to take out the Crossbowmen in the tower to the east of the main gate. March your Shortbowmen and Horse Archers within range of the tower and fire away. Under cover of these arrows, have your Assassins scale the wall and slit the Crossbowmen's throats. Immediately recall the Assassins. You don't want them to tangle with the Macemen that the Europeans will send to reinforce the tower.



Reposition your Shortbowmen and Horse Archers in front of the main gate. Use these soldiers to take out the Macemen that are waiting just behind the gate. Now order your recently recalled Assassins to capture the defenseless main gate. Pile your Shortbowmen and Fire Throwers into the towers on either side.

Run your Assassins and Swordsmen along the wall to take out the Archers and Crossbowmen in the remaining towers. You can support their attack with the Horse Archers. Bring the Ballistas in the gate and eliminate the Macemen on top of first the Keep and then the last water pot.

Now use the Ballistae, Slaves, and Fire Throwers to fire up the rest of Jerusalem and kill the remaining defenders. When the last European warrior dies, you win.





Chapter Seven

THE KING'S CRUSADE

The Arab capture of the Holy Land did not sit well with the Europeans. The Pope called for the Europeans to retake the land and another crusade was mounted. This campaign puts you in charge of that crusade. Can you oust the Arabians from the land where Jesus lived?

BELVOIR CASTLE: DELAYING TACTICS

The remnants of the European army taking refuge in Tyre are on the verge of surrendering to Saladin. Europeans march out of the Belvoir Castle and raid Saladin's caravan routes to distract him from Tyre.

OBJECTIVES

Saladin has taken the bait and is moving on the strategically important Belvoir Castle in the hinterlands. The garrison cannot hold out indefinitely, but must hold off the attack long enough for Tyre to rebuild its fortifications.

Objective: Eliminate all enemy units.



STRATEGY

The challenge is to build sufficient forces to defend the castle against the Arab onslaught. It is not a particularly hard task, but one that must be done properly to win. Here's how.

Begin by placing two more Dairies, a pair of Hops Farms, and a couple of Apple Orchards in the oasis that lies east of the castle. Order the Fletcher to make bows instead of crossbows. Right now you need Archers in those towers and can't wait for the leather needed to train Crossbowmen.

Build a pair of Tanner's Workshops, an Armory, and a Blacksmith's Workshop. Order the Blacksmith to construct Maces for the moment. Once they are up and running, you'll use the leather from the Tanner's Workshop to outfit both Crossbowmen and Macemen.

WATCH THE CHEESE

Keep an eye on the Cheese in your Granary. The Tanner's need cows to make leather, but if they slaughter too many of the Dairy Farm's cows, you won't get any cheese. Without the cheese, you won't get the +1 Popularity bonus derived from the population having two foods (apples and cheese) to eat.

Send any bowmen—Archers or Crossbowmen—to the towers and muster your Spearmen, Swordsmen, and Macemen near the barracks. Soon Saladin will attack. It's not a big deal. Use your Archers and Crossbowmen to attrite/eliminate the Arab horse archers, and then attack the Arab swordsmen with your own Swordsmen/Macemen.

UTILIZE THE SPEARMEN

If your Spearmen can corner the Arab horse archers, do so. The Spearmen are lethal against the Horse Archers.



After repulsing the attack, continue to grow your village. Build a Brewery, Inn, and Church. This will raise your population's morale and allow you to raise your taxes to (-4). The higher taxes will, in turn, finance a larger army. Slap down two more Iron Mines on the ore deposits to the east. These will provide more iron for your Blacksmith and Armorer.

Again the Arabs will attack. Slay the horse archers and scan the map for the remnants of the Arab army. Frequently, a band of short bowmen, some slingers, and battering rams will take up residence beside the oasis or the ore deposit. Either position will wreck havoc with your economy.

If the Arabs loiter near the oasis they will kill your farmers, and your Granary will run low on food. If the Arabs set up camp near the ore deposit they will murder your Iron Mine workers and you won't be able to manufacture more swords or armor.



To combat these remnants build a tower (complete with a bit of wall and steps) near the offending Arabs. Send a band of Archers to the tower; protect them with a squad of Swordsmen. The Archers will make short work of the Arab short bowman (Get it? Short work of the short bowmen?). Send the Swordsmen in to kill any remaining Arabs and destroy the battering rams.



Again the Arab remnants will camp near your resources. Kill them as you did the first batch and victory will be yours.

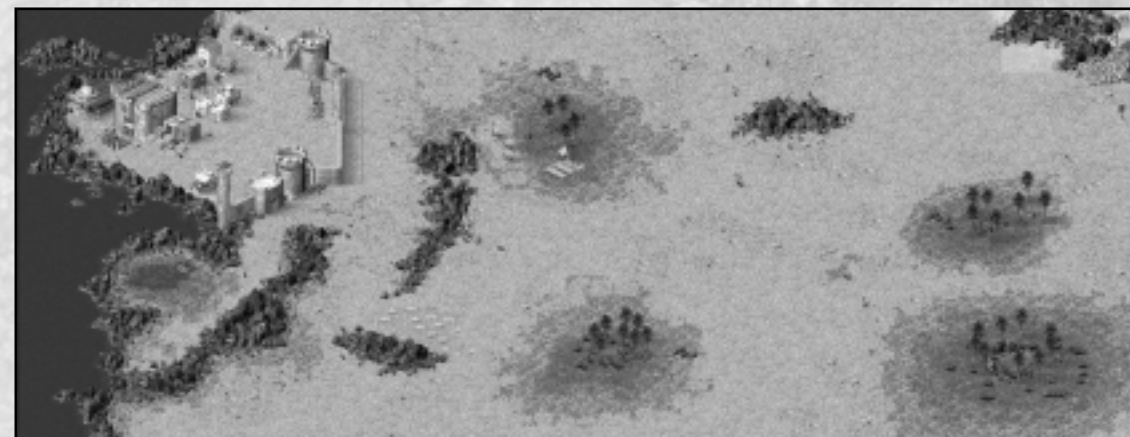
TYRE: DRAWING THE LINE

After the setback at Belvoir, Saladin sets out on the long march to Tyre. Another battle awaits his arrival.

OBJECTIVES

The few who have survived Saladin's campaign are taking refuge and provisioning at Tyre. Saladin is still a good distance away, but is not without influence in the region, so expect trouble.

Objective: Acquire Goods -1500 Bread.



STRATEGY

This is a fascinating mission that really tests your ability to build and manage a thriving medieval economy. To win you must somehow accumulate 1500 loaves of bread while fighting an increasing number of Arab raiders, keeping your peasants happy, and somehow raising the gold to fund an army. It's not easy, but it sure is fun.

Start by building several Wheat Farms. There are a handful of oasis on the map; fill them up with the farms, but leave room for two Dairy Farms, an Apple Orchard, and two Hop Farms. You need the Dairy farms for the Tanner, and the alternate food sources provide a boost to the peasant's morale.

PUT FARMS IN THE OASIS

Don't forget to "farm up" the small oasis next to the tar pit adjacent to your castle. The workers on these farms won't have as far to walk to the Granary. Hence, they will be more productive.

Build a couple of Inns and a Church. These are two significant morale boosters. Their presence enables you to raise taxes *and* lower rations. Also click on the Granary and ensure your Peasants are eating no bread. 1500 loaves is a lot of bread.

Finally, train 10 Archers and 10 Spearmen. You begin with enough equipment in the Armory to handle that. Place the Archers in your castle's towers and group the Spearmen. They are your reserve.

The Arabs soon attack. It's a mixed army of horse archers and slaves. Your Archers will be able to handle them, but you may want to counterattack the horse archers with your Spearmen just to mitigate the damage that the horse archers do to your own arrow slingers.



Once the attack is beaten, it's time to start the serious build up. Erect a couple of Hovels, a pair of Iron Mines, and a Stone Mine. There is a deposit of each of the minerals in the southeast corner of the map. Build a Fletcher's, Poleturner's, Blacksmith, and Armorer's workshop. Ensure that you have enough Bakeries to use all the flour in the Stockpile.

Again the Arabs will attack. As in the previous scenario, once you have beaten back the initial assault you'll find the remnants camped by your resources. Again you may defeat them by building fortifications, manning them with Archers and Crossbowmen, and taking them out.



On the other hand, if the Arabs aren't near a resource, ignore them. Continue to accrue bread. Go to "No Rations" if need be, and keep the Peasants happy with Inns, Churches, Shrines, and such. Soon you will reach the magic 1500 loaves and victory will be yours.

At last a massive Arabian force attacks. There are lots of horse archers and tons of swordsmen, slaves, and battering rams. Kill the horses with your Archers. You may counterattack the remaining Arabs by building a tower near them, manning it with Archers and Crossbowmen, and then assaulting the Arabs with your Macemen and Swordsmen.



KONYA, FREDERICK BARBAROSSA

Whilst King Philip of France and King Richard of England deal with complications at home, Emperor Frederick of Germany finishes his march through Asia Minor and begins his crusade by laying siege to and capturing Konya.

OBJECTIVES

The German army has suffered severely from hunger on its way through Asia Minor. Hold Konya so that the troops may rest and provision themselves.

Objective: Eliminate all enemy units.



STRATEGY

This is one of the tougher castle defenses that you have yet faced. The Arabs attack early and often. To win, you must not only thwart their attacks, but also counterattack, destroying any Arab forces lying in wait about Konya.



Begin by building a Brewery and another Inn. You'll need the beer to keep the Peasants happy when you raise taxes. Speaking of Taxes, raise them to (-4). This money will go toward raising your army.

Put a Ballista on the eastern and southeastern tower. Train four Engineers to man them. Assign a Siege Engineer to each wall. Their burning oil will slow down those intrepid assassins. Also build a Market and another Stable.

Train eight Knights. Right about now the Arabs will pay a visit. Their horse archers will gallop in from the hazy horizon, and then the assassins will follow. Your Archers and Crossbowmen should have little trouble riddling the horse archers with arrows. Man the walls with Swordsmen and Siege Engineers and they will repulse the assassins. If any assassins make it into the castle, ride them down with your Knights.

Once the immediate threat is over, locate the remaining force. If not many Arabs are left, charge them with your Knights. If there is a large contingent, build a tower within crossbow range, send a squad of Crossbowmen to the tower, and pepper the Arabs with quills while your Knights run them through with their lances.

Between Arab attacks, concentrate on bolstering your economy and growing your army. Build Hop and Wheat Farms in the oasis northeast of your castle. Build a couple of Iron Mines on the ore deposits north of the castle, and another Inn within the castle walls. You'll need housing for 44. Train Crossbowmen, Archers, and Knights. Put the Archers in the towers and hold your squadron of Knights as a ready reserve.



DON'T FORGET STABLES

The Stable(s) and the Market are critical to your war effort. Knights are your greatest offensive weapon. To train them you need horses, swords, and armor. The Stables provide the horses and the Market is a quick way to obtain swords and armor.

INCREASING YOUR FORCES

By the way, you should have three Stables by now. Three Stables equals 12 Knights, which equals a powerful force.

Once again the Arabs will ride out of the sunset. This force is bigger than the first, but should be attacked in the same manner. For a second time, counterattack the Arab survivors. Remember, to win the mission you must eliminate the enemy; it is not enough to keep them from eliminating you, although that is a good first step.



As the time limit approaches, a third Arab army attacks. This is a massive horde. Fight them as you did the first two. Once you repel the assault, eliminate the remnants and you'll win.

DEFEAT THEM ALL!

If you do not eliminate the Arab survivors, the mission will continue and more Arabs will attack. You must not only eliminate the survivors, but also defeat them before the next group attacks.

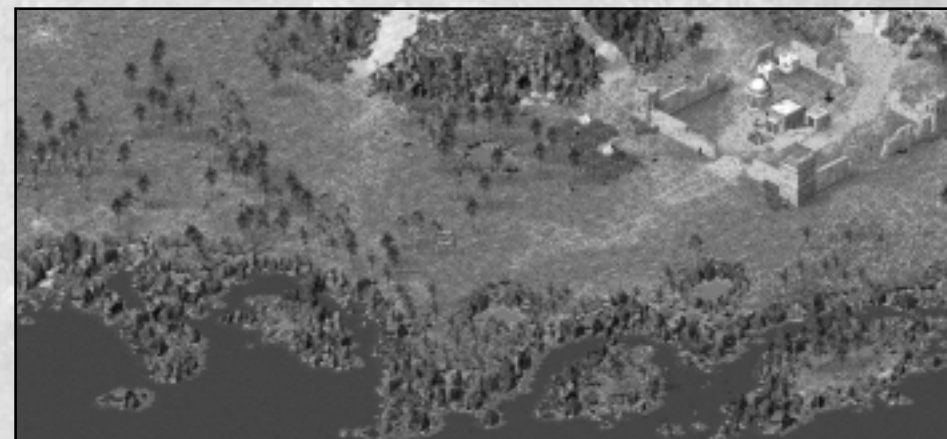
LIMASSOL: THE CONQUEST OF CYPRUS

After the victory at Konya, Frederick marches toward the town of Seleucia, but drowns in the Calycadnus River before reaching his destination. Meanwhile, Richard the Lion Heart lands in Cyprus to find that his fiancée has been refused access to dry land by the arrogant Greek ruler. Richard, who in the past has gone to war over smaller issues than this, flies into an impulsive rage and invades immediately.

OBJECTIVES

Isaac Comnenus, the independent ruler of the island, is disliked by the people of Cyprus and has fled to take up position nearby—presumably awaiting reinforcements. Fortify the city of Limasol and prepare for his return.

Objective: Acquire 100 Swords, 100 Armor, and finish the castle.



STRATEGY

Okay, this is a big one. You'll have to take a dilapidated castle, repair it, and build a thriving economy if you want to win—all while battling predators, the enemy, and nature. But hey, you have one thing that the bad guys don't have—this book.

Begin by building a Barracks, Armory, and a Market. Buy 10 bows at the market. This provides the tools that you need to train Archers. Lions will soon attack your villagers and you'll need a team of Archers to beat them back. You'll also need to build steps that lead to the towers that are already in place.

Give the tower Archers aggressive orders and help them understand your intent by specifically targeting a lion or two. This will cut back the lion threat.



Now strengthen your economy. Stand up Wheat Farms, Wood Cutter Shacks, and Hunter Posts. Place a second Ox Tether near the Rock Mine or quarry. Build Fletcher's, Poleturner's, Blacksmith's, and Armorer's Workshops.

Repair the walls of your castle and build the missing tower. Train as many Archers, Spearmen, and Knights as you can. Space the Knights evenly on the wall. You may need to place your Peasants on half-rations and sell some food to fund more Knights.

The Arabs will come again. Led by Horse Archers, this Arab army consists of slaves, assassins, and swordsmen. Your Archers should be strong enough to handle the Arab horse archers. Use your patrolling Swordsmen to take out the assassins.

PLACE ARCHERS IN THE KEEP

It's not a bad idea to position a squad of Archers or Crossbowmen on your Keep. If some enemy assassins do get into your castle, the Archers will take them down.



Stop the attack and continue to pump your economy. Ensure every inch of land is utilized. Remember that every commodity can be traded at the Market for iron; hence, every commodity is valuable.



You need two Armorers and two Blacksmiths to reach your goal. You also need to keep your men alive. Extend your castle's walls as far as possible, building towers where you can. If you can enclose your farms and mines, you'll be way ahead of the game. Continue to beat back the Arab attacks, make your armor and swords, and you'll soon win.

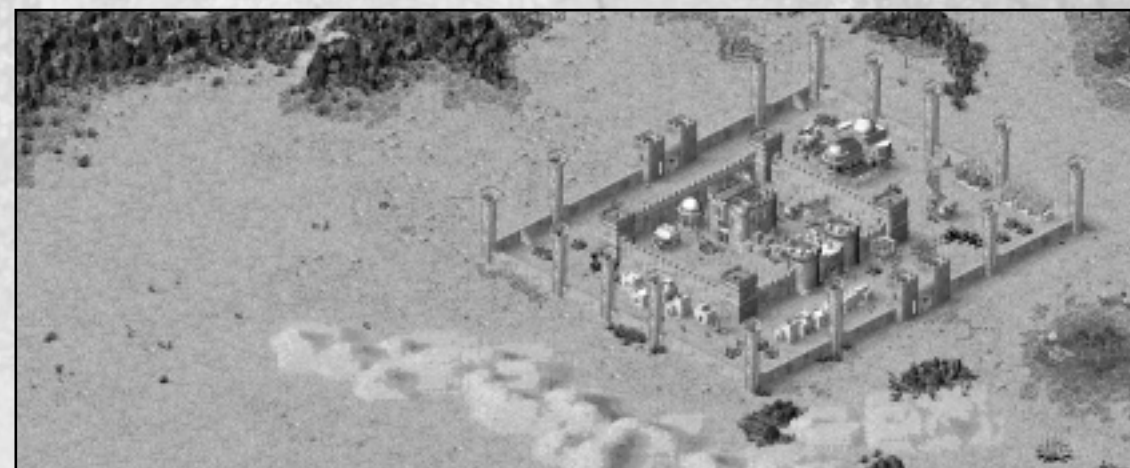
JAFFA RECAPTURED

Isaac pleads with Richard not to put him into iron chains, so Richard obliges him by having a set of silver chains custom made for him. After a string of military victories against the Arabs, Richard receives word of a plot to usurp his power in England. He makes arrangements to revisit his kingdom.

OBJECTIVES

Saladin has taken advantage of Richard's absence to capture Jaffa. Recapture the city and hold it against the Arab offensive.

Objective: Eliminate all enemy units.



STRATEGY

Yikes! This is a challenge. There are a gazillion Arabs to fight, and they are well entrenched to boot. The mission requires a bit of patience, and clever planning, but once won, it feels very good.

Transfer your entire army to the hills in front of the southwest wall of the castle. Build four Trebuchets and take out the outer wall towers and the two inner wall towers that face this side.

REPOSITION ARCHERS AND CROSSBOWMEN

You may need to move your Archers and Crossbowmen into a position to support your Engineers and Trebuchets. You don't want the Arabs to destroy the Trebuchets before the Trebuchets can destroy the Arabs.

Once the towers are destroyed, launch all your cows into the survivors. Try to thin their ranks as much as possible. After the cows have flown, it's time to assault the castle.



Order some Knights to attack the Ballistae in the west corner of the castle and another group to attack the others in the southwest corner. Move your Archers and Crossbowmen to the outer wall of the castle. They'll provide covering fire from there.

Divide the Macemen into three platoons and order one group to capture the northwest gate, while the other two capture the remaining towers on the west wall. Tell your Swordsmen to assault the Keep proper.



After the Macemen have gained control of the west wall, send them southeast down the north wall, capturing towers and destroying Ballistae between the two walls. Simultaneously order your Spear and Pike men to take out any remaining Arab horse archers.

TAKE YOUR TIME

None of this will go perfectly. You must pause the game often, take stock of the mission, and issue new orders.

Once the castle falls, the mission is still not over. The Arabs try their best to retake the castle. Their first assault will be little more than a group of horse archers. Place your remaining Archers and Crossbowmen in the towers and chase off the Arabs.



Get the economy going again, and crank out some reinforcements. Defeat the final Arab attack and victory will be yours.



Chapter Eight

CRUSADER STATES



This skirmish campaign is set in the period soon after the third crusade had fizzled out and is not intended to be historically accurate. It does, however, reflect the mood of the time by showing how territories were carved out by opportunistic lords from the west as a means of supplementing their income. We also have a chance to get reacquainted with some old friends.

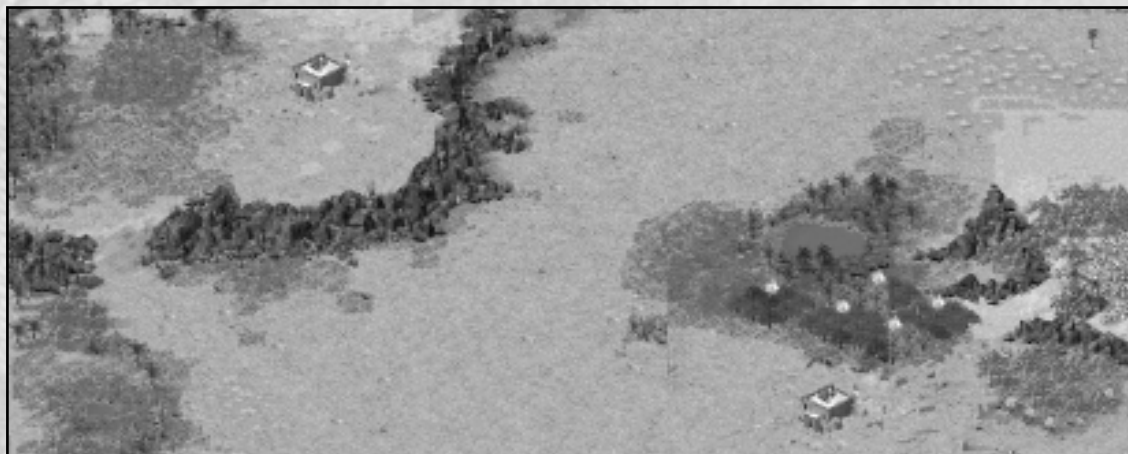
KINGDOM OF ARMENIA

As the king begins his voyage home, many lesser lords, who have so far failed to make their fortunes, move in to slice up his conquered territories into their own personal states. Some of those lords have acted far from chivalrously, taking it upon themselves to plunder these lands.

OBJECTIVES

Fortify Chilvan Kale in Armenia. Duc de Puce has been launching assaults from nearby La Roche Guillaume. See to it this particular Rat does not expand his territory further.

Objective: Eliminate the enemy.



STRATEGY

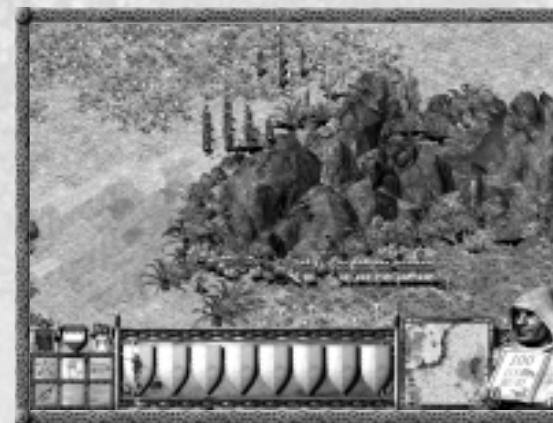
These five missions are all skirmishes, but skirmishes with a bit of background. As in all skirmishes, the object is to whack the opposing player until he dies.

In this mission, the Rat tries to get in the first whacking. Those used to playing the old *Stronghold* might get well and truly whacked. He'll send a couple of squads of Spearman at you right off the bat.

Obviously, you have had no time to start an economy, set up Woodcutter Shacks, an Armory, Barracks, and a Fletcher's and Poleturner's Workshop. You only have the people with which you started, unless...



The key is to build a Mercenary Post right away. Use your initial gold to buy 10 Slingers to back up your Archers. Place your Archers on top of the Keep. As the Rat's Spearman approach, retreat to the Keep. Once there, lay into the Rat's troops with your Slingers and Archers.



Now the Rat attacks with Slingers and Arab Bowmen. Move your Archers to the east side of your plateau and take out the enemy Bowmen. March your Slinger to the western entrance to the plateau and eliminate the enemy Slingers as they arrive.

Now recruit as many slaves as your money will buy (you have been taxing and feeding your people while all the fighting was going on, right?), assemble them with your surviving Archers and Slingers, and march on the Rat's castle in the southeast corner of the map.

Use your Archers and Slingers to eliminate the Rat's troops around his castle. Now use the Slaves to set fire to everything. As his estate burns, pepper the Lord with arrows and rocks. Once you have enough money, buy four Swordsmen and send them to the Rat's castle. Rush the Lord with all your troops, kill him, and victory is yours.



COUNTY OF EDESSA

With Armenia secured, orders come in to deal with the source of the Arab incursion. Local gossip suggests that the Duc Beauregard is imposing high taxes on the people of Saru in the County of Edessa as a means of financing these mercenaries.

OBJECTIVES

March the army eastward and reinforce Bira. Cripple Duc Beauregard's economy to prevent him from hiring more mercenaries before moving in for the kill.
Objective: Eliminate the enemy.



STRATEGY

It's a new villain but with the same agenda: he wants you dead, and he wants you dead now! You know how to handle it. In fact this mission is a straightforward skirmish. Repel the early attacks, build up your forces, and then crush the opposition. Easy enough, right?



The pixels have barely arrived on the scenario screen when your lookouts report the approach of an Arab mercenary army. Don't panic. Plop down a Mercenary Camp and hire 10 Slingers. Place the Slingers and your five Archers on top of the Keep. They are enough to slaughter the attacking Arabs.

Now place two Dairy Farms, an Apple Orchard, and a couple of Wheat Fields west of your starting location. You'll see the oasis across the river that runs west of your Keep. You may need to build up to three Woodcutter shacks to provide the wood for these builds.



Build an Engineer Guild and crank out a Trebuchet and the Engineers to man it. Knock down the enemy's towers. They are within range of your village.



up to three Woodcutter shacks to provide the wood for these builds.

Build another Hovel, a Quarry, and an Iron Mine. Stand up the Mill and Bakeries needed to take advantage of your previously placed Wheat Farms. As soon as you can afford it, build the Armory, Barracks, and weapon workshops.

TAKE DOWN ENEMY CATAPULTS

Frequently, the bad guys will take your village under fire with a Catapult. Sally forth and destroy the Catapult with your Archers and Slingers, and retreat to your village.

Once knocked down, thin the enemy ranks with a Ballista or two. Send in some Slaves to burn the rest of the town, hire five Swordsmen, and kill the Lord.

PRINCIPALITY OF ANTIOCH

Although the snake has slithered from your grasp, the threat of attacks from hired hands is at an end. With one problem solved another arises. Many of the traders travelling to and from the Principality of Antioch have had their caravans raided en route.

OBJECTIVES

The Truffe brothers are responsible for the recent raids. Take up position in Arzghan, across the river from the Hog and old Boar's encampments. This is a challenging mission because you are outnumbered two to one.

Objective: Eliminate the enemy.



STRATEGY

In this mission you must defeat not one, but two tough adversaries who rapidly build their armies and use all the technology at their disposal.

DIVERSIFY FOOD PRODUCTION

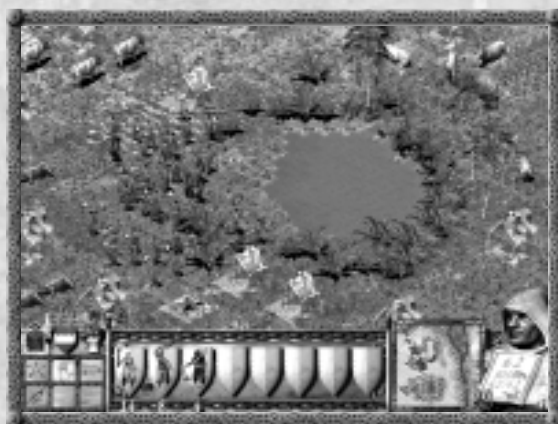
Remember to diversify your food production. Yes, wheat should be the staple of the Peasant diet, but you receive a bonus to popularity if they are eating more than one food type.

This is the first mission in this campaign that does *not* start with an attack by your enemies. That does not mean, however, that this will not be a tough battle.

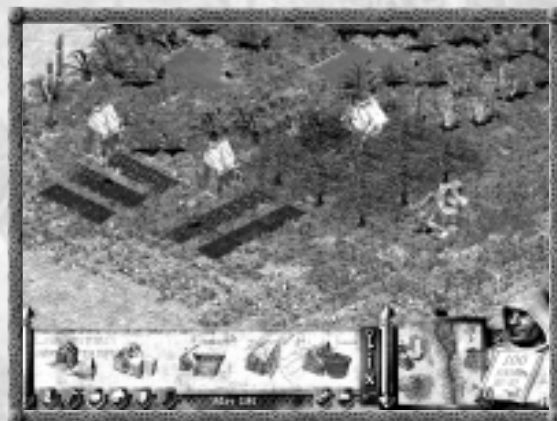
Begin the game by concentrating on your economy. There is an oasis north of your starting position. Place your farms there.

Once you have the farms set up, place two Quarries in the rocks north of the farmland. Build a total of four Ox Tethers next to them. You need this rock to fund your army.

Build your weapon workshops, Barracks, Engineer Guild, and Armory. Train a balanced army, including a Trebuchet, Archers,



Now you can creep north. Place a pair of mutually supporting towers slightly north of the recently destroyed castle. Man them with Crossbowmen. Build Iron mines on the ore deposits north of these towers. The Crossbowmen-manned towers will protect your new mines. Use the additional ore to assist in refurbishing your army. Expand your force to include numerous



Swordsmen, and Pikemen. Advance west and take out the first of your adversaries—the Hog.

OTHER RESOURCES?

There is no iron on your side of the river. You need the rock that you mine to trade at the Market for Iron.

Swordsmen. Advance to the Old Boar's castle. Take down his towers with Trebuchets, thin his ranks with Archers, then kill the remaining troops and the Lord with your Swordsmen.

FIRE IS YOUR FRIEND

The Old Boar places his buildings too close to each other. Just think what a few Slaves, and their attendant torches, could do to them.

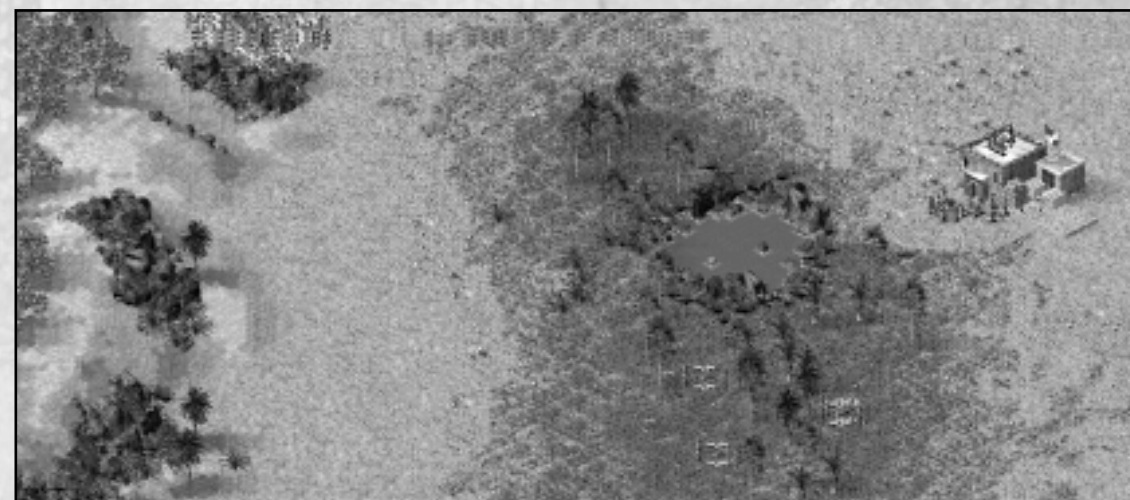
COUNTY OF TRIPOLI

Now that the Truffe brothers have been dealt with, attention can be focused on bringing the Snake to justice. Duc Volpe has taken Duc Beauregard under his wing, giving him control of Castellum Bochee in the County of Tripoli.

OBJECTIVE

The lord of Lacum has requested aid. He has found himself fighting a war on two fronts, with the Snake on one side and the Wolf on the other. If Lacum can be secured, it will prove an ideal location from which to finish the Snake for good.

Objective: Eliminate the enemy.



STRATEGY

Once again, it is their two to your one. In this mission, you face off against both the Snake and the Wolf. You begin in a very untenable position. Your Keep is located in the southeast corner of the map, and there is a nearby oasis on which you can build farms. That's the good news. The bad news is that the nearest stone deposit is a good walk to the west.



Now for the location of your opponents. The Snake is just north of your position and the Wolf is to the west. The Snake is the more aggressive of the two, so take him out first.

Start the game by building a Mercenary Camp and hiring 12 Slingers. Place the Slingers and your Archers on your Keep. The Snake attacks immediately and these are the folks who will beat back his attack.



Place a well next to your Granary and Keep. The Snake just loves to use Slaves, and they can ruin your day if they set your budding village on fire. Build farms on the nearby oasis. Concentrate on wheat, but sprinkle in a couple of Dairies, an Apple Orchard, a Barley farm and a Hops farm. You'll also need a handful of Woodcutter Shacks.

Continue to defend against the Snake's attacks while building a Quarry and Ox Tethers on the deposit to the east. When the Stone comes in, build two or three towers north of your position and pile some Archers in them. You can either buy the bowmen from the Mercenary Camp or—once you have made your weapon's workshops—grow them at home.

Build an Engineer's Guild and assemble a couple of Catapults and Ballistae. Put together a well-balanced army and march on the Snake's castle. Reduce his defenses to rubble with the Trebuchets, thin his ranks with your bowmen, burn his buildings with your torch-carrying Slaves, and then deliver the coup de grace with your Swordsmen. Once the Snake is out of the way, it is merely a matter of rinsing your swords and repeating the process with the Wolf and victory will be yours.

PROTECT THE PASS

By now, the Wolf will be getting restless. An Archer-filled tower or two near the pass that connects your camp with the Wolf's should hold him back. He isn't aggressive.

KINGDOM OF JERUSALEM

After a little persuasion, the Snake has revealed the location of the Wolf's lair. It also appears that three members of the de Puce clan are taking refuge nearby.

OBJECTIVE

Travel south to Cave de Sueth and prepare for a long battle. The Wolf is hiding out in Tiberias using the de Puce family as his first line of defense. Exterminate the rodents one by one before removing the Wolf from his seat of power.
Objective: Eliminate the enemy.



STRATEGY

In this mission, you must fight three enemies to win. Although at first glance that may seem difficult, it is easier than most of the two enemy missions. Although you're fighting more enemies, they are not as aggressive, and you will only have three enemies for a very short time.

The key to this mission is aggression. None of your enemies begin with overwhelming force, and if you act quickly you can soon even the odds.



Begin the mission by laying down a Mercenary Post and buying three Swordsmen, 15 slingers, and 15 Slaves. Group these warriors with your starting allotment of five Archers and five Spearmen. Send them all south against the first of the Rat's camps.

As they are traveling, build a couple of Woodcutter Shacks and Apple Orchards. That's all the infrastructure that you need for now.



Use the Archers and Slingers to thin out the enemy at the camp. Once the enemy warriors have been eliminated, use the Slaves to burn the buildings while your remaining Slingers and Archers harass the enemy Lord. When the fire dies down, send the Slingers, Spearmen, and Swordsmen after the enemy Lord. That's one down.

Now take a bit of time to grow your economy. Build Quarries, Iron Mines, food sources, Barracks, Armory, an Engineer Guild, and weapon buildings. Amass a sizeable army, but not necessarily huge.

DON'T WAIT LONG

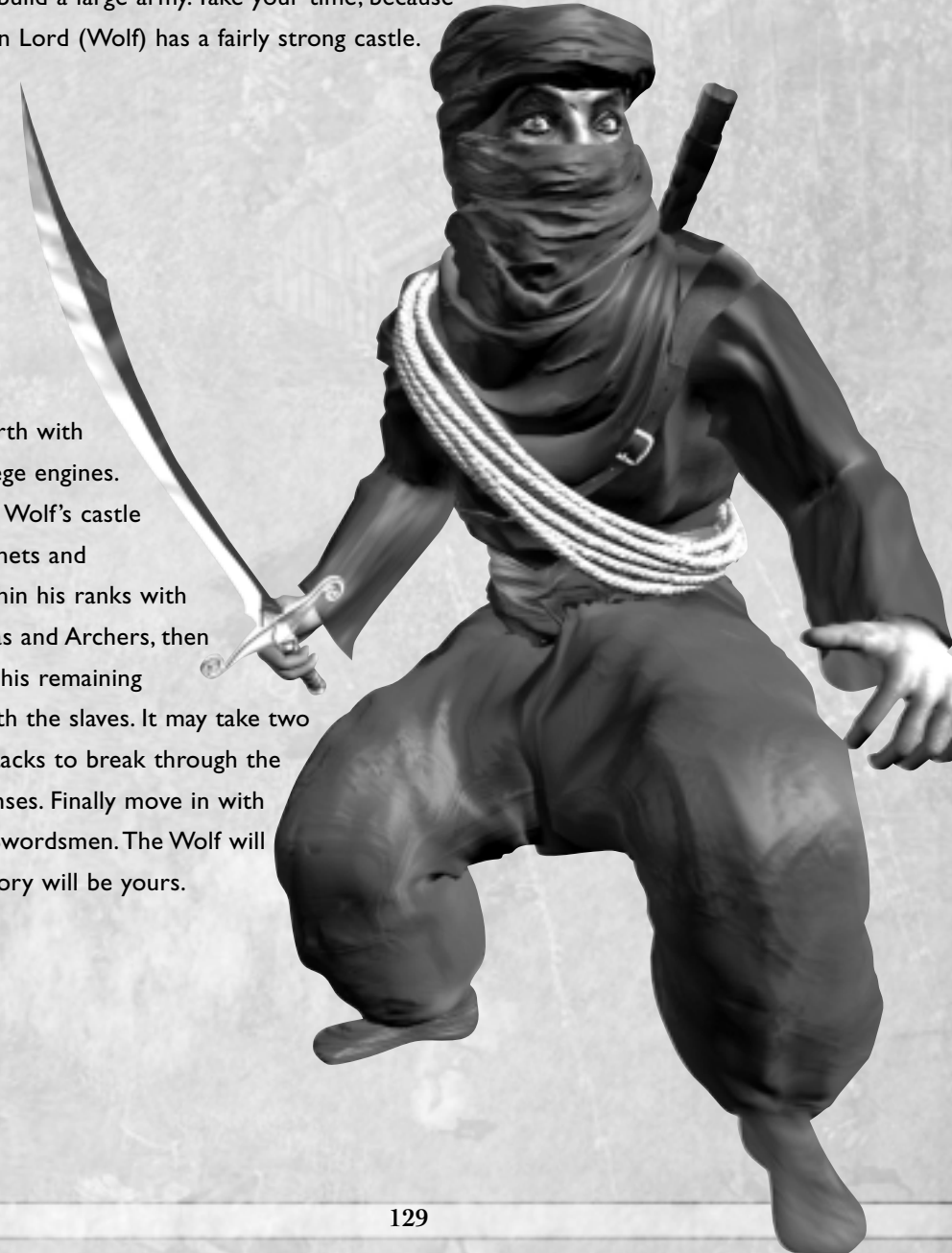
It takes time to amass an army. Unfortunately, the longer you take, the stronger your opponents grow. And remember, there are two of them, so the sum of their forces grow much quicker than yours.



Once you have a well-balanced army, attack west across the river. As always, level the enemy's castle with your siege engines, thin his ranks with your ranged weapons, destroy his remaining structures with your Slaves, then attack the Lord with the heavy hitters, such as your Swordsmen. That's two down, one to go.

Send parties of Horse Archers (bought at the Mercenary Post) north to harass the last Lord's Peasants. These bowmen will kill his Peasants as they walk to work, slowing his economy. Meanwhile, build a large army. Take your time, because the northern Lord (Wolf) has a fairly strong castle.

Move north with plenty of siege engines. Lay into the Wolf's castle with Trebuchets and Catapults. Thin his ranks with your Ballistas and Archers, then bring down his remaining buildings with the slaves. It may take two waves of attacks to break through the Wolf's defenses. Finally move in with a squad of Swordsmen. The Wolf will fall, and victory will be yours.



Chapter 9

SKIRMISH MODE AND MULTIPLAYER MADNESS



The fun isn't over when you finish *Stronghold: Crusader's* four campaigns. By popular demand, Firefly has included a skirmish mode in this edition of *Stronghold: Crusader*. Not just one skirmish mode, but two, the custom skirmish and the campaign skirmish. Skirmishing is great fun. It's like playing multiplayer, but against the computer. For example, both skirmish and multiplayer share the same maps. Because of its similarity to multiplayer, we will discuss both options in this chapter. Rest assured, if a strategy works in multiplayer, it will work in skirmish mode.

Despite *Stronghold: Crusader's* challenging AI, multiplayer games are the ultimate challenge for many players, pitting your skills against those of other human beings. Multiplayer games unfold differently than those against computer opponent because a human has the tendency to respond emotionally to your actions. Whereas the game's artificial intelligence will always command its forces competently, a human opponent is given to a great range of tactical performance, ranging from horrible blunders to inspired works of military genius. It is your job to capitalize on the enemy's blunders and save all the genius for yourself.



Stronghold: Crusader's skirmish and multiplayer modes give you the opportunity to test your medieval mettle against other would-be lords in no-holds barred, head-to-head battles for supremacy. A wide variety of maps offer several different game styles, from all-out rushes on open maps to more civilized, long-term games with strong fortresses. In addition to one-on-one battles, *Stronghold: Crusader* can accommodate up to eight players at a time...for eight times the carnage.

GAME TYPES

There are two basic multiplayer game types: open maps and walled keeps. The following sections give you essential strategies for winning at each one. If you are playing with more than two players, make sure you hound some of them to join your side—allies can be very powerful in a multiplayer game, because they work together not only militarily, but also symbiotically through trade and commerce.

OPEN MAPS

Maps with nothing more than Keeps to start are outright footraces to see who can build troops first. Building fortifications in these games is usually too expensive and time consuming, because the enemy can have infantry in your settlement before your walls are complete.

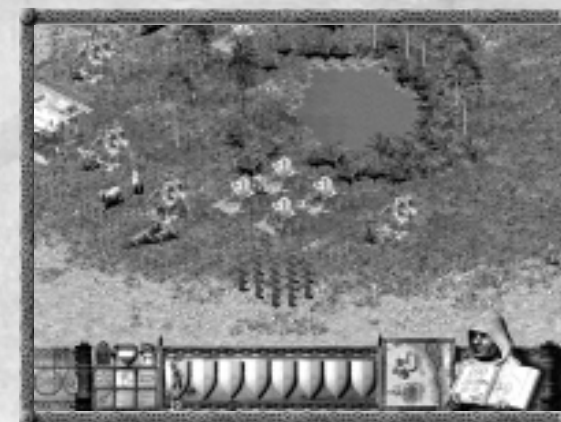
Try to harass your opponent's settlement as soon as possible, to set him off balance as he tries to muster his forces. The loss of even one farm in the first few minutes of a game can have a staggering effect on an economy. If you can get ahead of the power curve, you can bet on an eventual victory.

BUILD MERCENARY POSTS

The Mercenary Post is an excellent way to quickly build an army. With just a little gold you can field a respectable force of Slingers and Slaves. These Slingers can seriously hamper the opposition's economy if placed near the enemy's farms.

INVEST IN ARCHERS

If you intend to fortify, consider Archers as a valuable investment for the defense of your walls.



MULTIPLAYER STRATEGIES

Multiplayer games play somewhat differently than the single-player missions, because you are building a stronghold on the same map as your opponent. In the single-player missions you were either defending your stronghold against an invading army or taking your own army to battle against an enemy fortress. In multiplayer games your castles are competing for the very same resources. You are never truly at peace, because the enemy can strike at any time and with very little warning.

Do what you can to claim the resources for your own. Walling in key resources is an obvious way to gain exclusive access, but you also can use towers built within missile range of resources you would like to claim as your own. Station war engines or Archers atop the battlements of these towers, and destroy any enemy industries foolish enough to set up within your range.



PREPARE TO RAID

Raids with Slaves and Horse Archers can also wreck your enemy's economy. The Slaves are cheap, but deal a lot of damage to buildings.

RAIDING AND FEINTING

Attacking the enemy early on can be a very successful strategy, especially if you destroy key industries. Early in a game, wood is the most important resource type for building, expansion, and defense. If you manage to destroy all of the enemy Woodcutter's Huts when the enemy has no reserves of wood, you can severely impact his ability to make war. Without adequate wood stocks, your opponent will not be able to produce new buildings, which are critical for successful expansion.

RANDOM ATTACKS

Dealing with any attack takes time, even one in which the enemy has no chance of winning. This is why random attacks are useful. The enemy must stop what he is doing to go assess the attack and respond appropriately. While the opponent is distracted, the attacker may move other units with relative ease.

Human players are also easier to manipulate than the computer player. Try feints with small attack forces to draw their attention to one area, then hammer them with a stronger main effort somewhere else on the map. The computer can take care of multiple challenges at once, but we humans can only look at one part of the map at a time! Use this to your advantage in your attacks.

Slaves and Fire Throwers are excellent for ravaging an enemy Lord's countryside. Both can fire up the enemy's buildings before he has time to react.

SIEGES

Stronghold: Crusader comes into its own with multiplayer sieges. Most strongholds can't fit all of their industries (especially food industries) into their walls, forcing some structures out into the uncontrolled no-man's-land. The enemy can lay siege to your castle, raising the buildings outside your wall in an attempt to starve you out of the fortress. Tunnelers can do their dastardly work while both economies grind on, with the besieged economy presumably grinding the most uncomfortably.

Don't forget to employ this tactic. Sometimes, simply destroying all of a Lord's outbuildings is enough to starve him out. When that happens, you can conquer an entire stronghold without firing so much as a shot at the garrison.



THE MAPS

The Maps are the same for both multiplayer and Skirmish modes. It's a diverse lot, each providing its own challenge. Let's look at them.

WEST COAST

This map looks a bit like the San Diego Bay. Six players can play on this map. The advantage goes to the players in the northwest and southwest corners. The only area of concern will arise from an attack from the east.



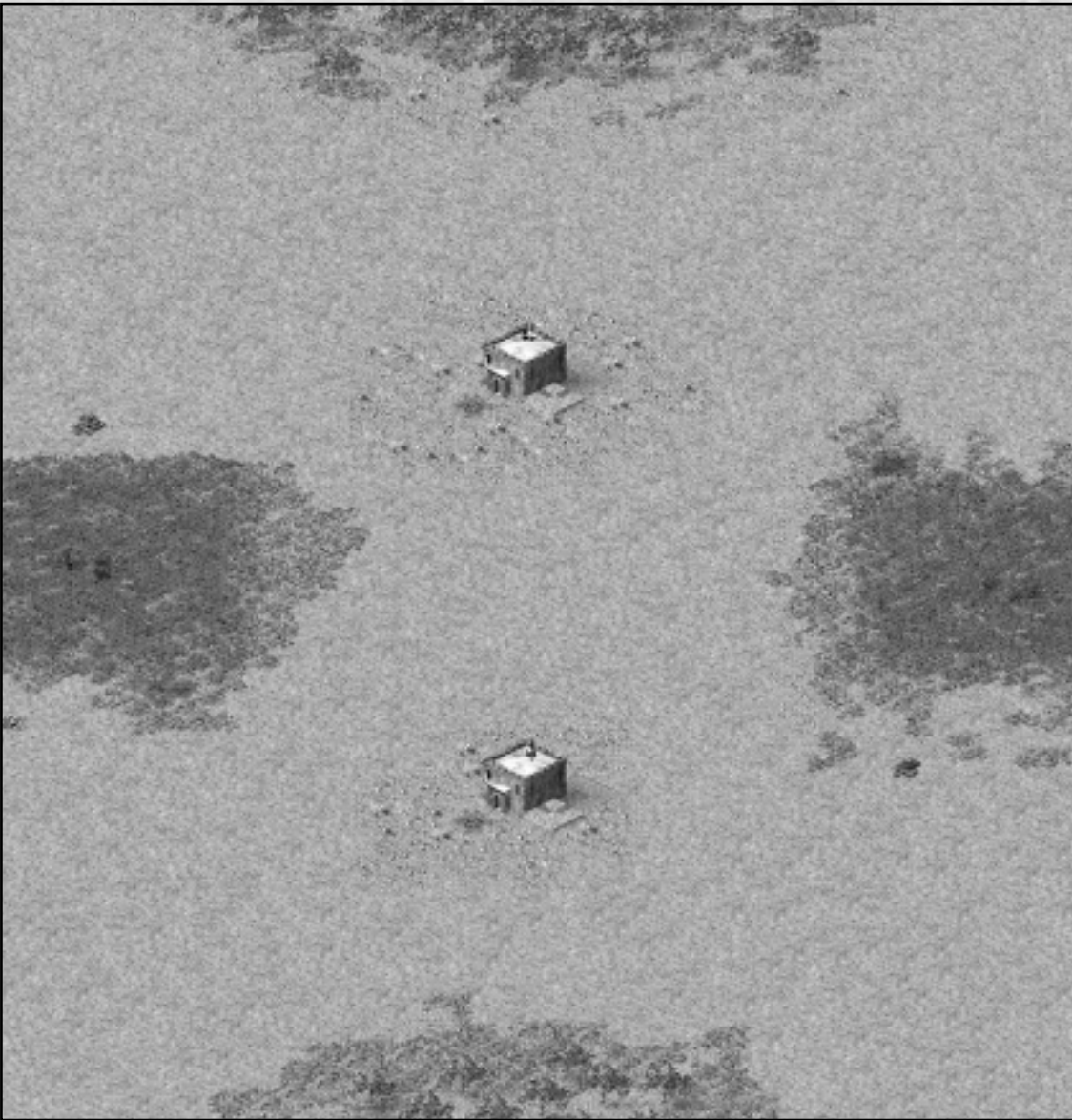
UPWARDS ALLIANCE

One player begins in a military strong position on the hill, while the others begin in economically strong positions. Who can form the winning alliance? A map for four players.



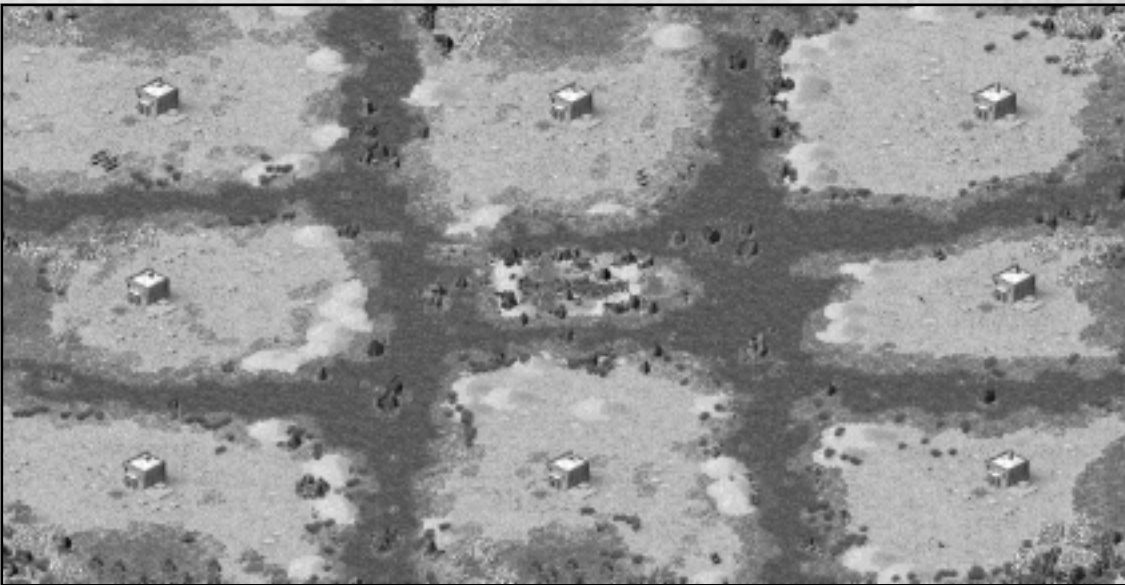
TOO CLOSE FOR COMFORT

A brawling map for two players. The combatants start in each other's backyards. Who will be the first to strike?



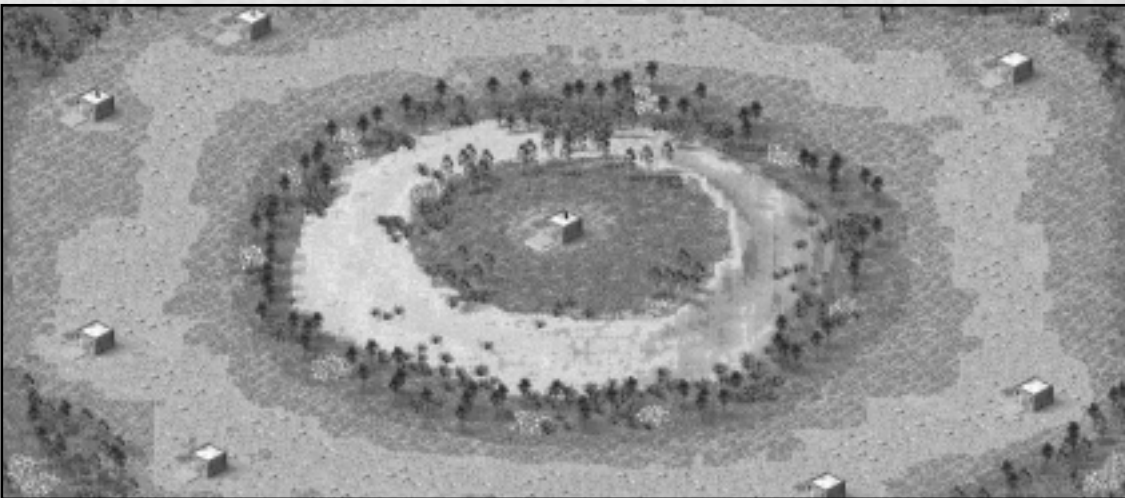
THE WETLANDS

This is an interesting map for eight players. Each player begins the game on an island, separated from its enemies by a swamp/river. In the center of the map is a large iron deposit. The person who controls the iron will likely win the game.



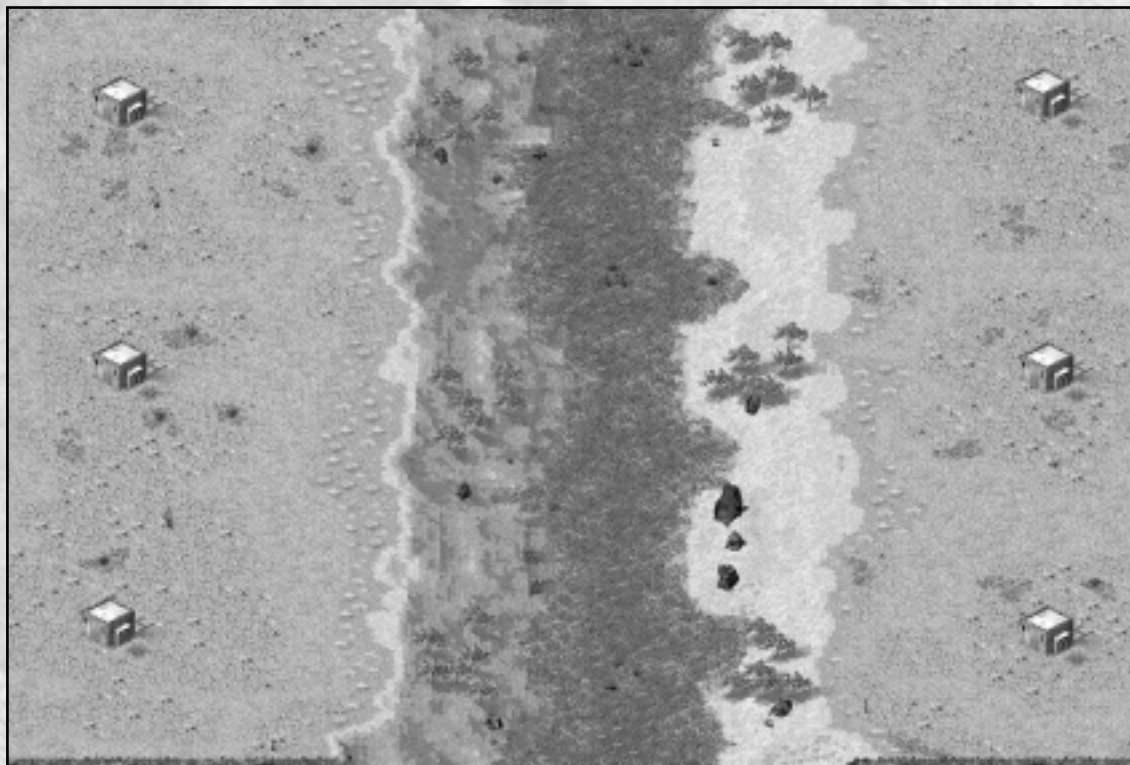
THE LAST STAND

One player is on the hill, the others surround him. That isn't a bad thing, however. The hill is a defensible position; all you need are a couple of allies.



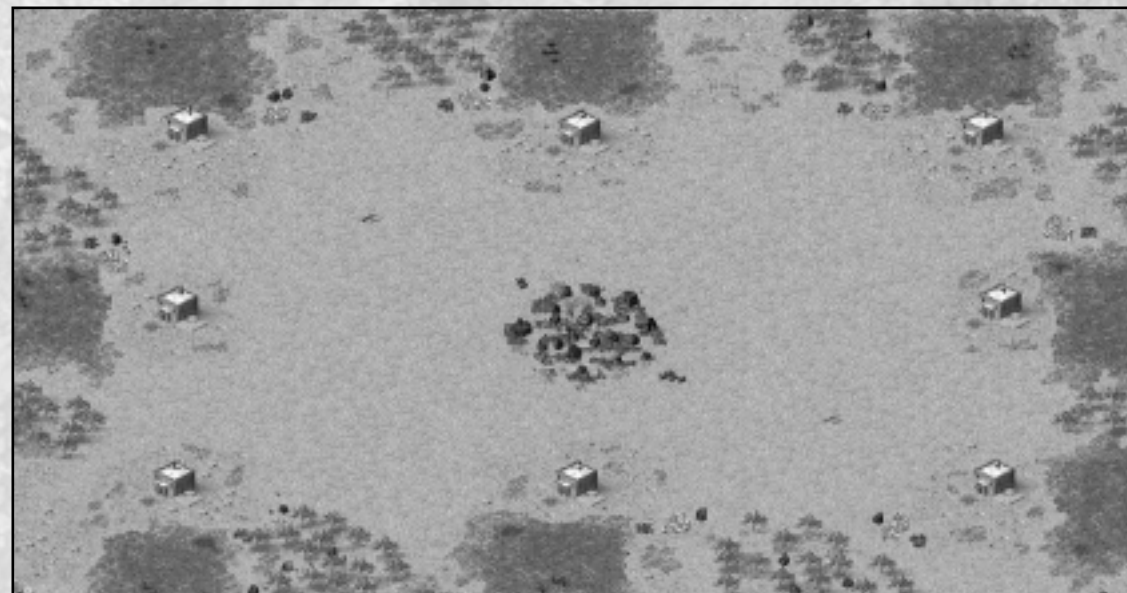
THE TRENCH

A six-player map. A large trench runs down the center of the field of battle, with three starting points on either side of the trench. Form a temporary alliance with the three on your side of the trench, take out the three on the opposite side of the trench, and then turn on your former allies.



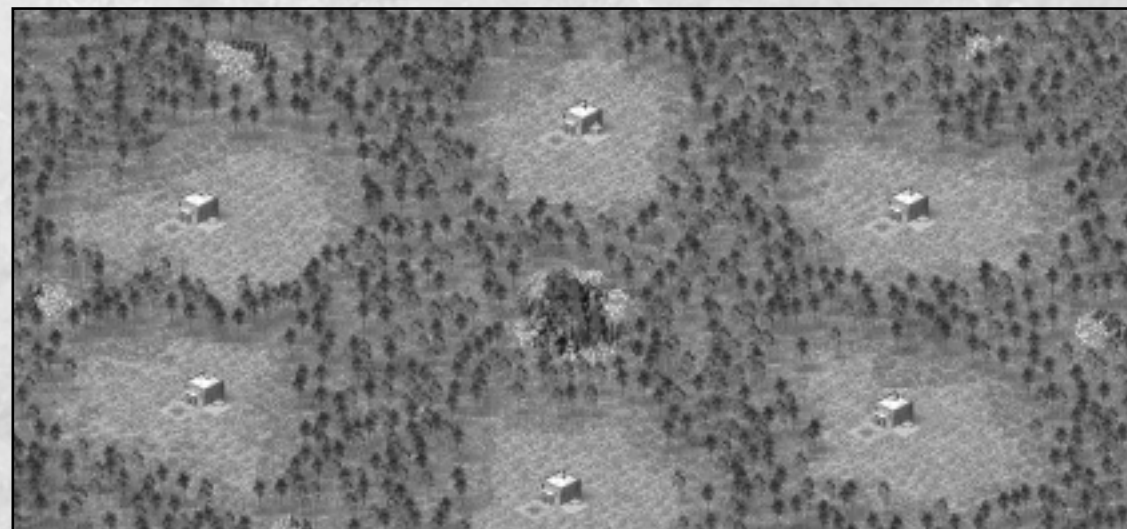
THE KILLING PLAINS

This eight-player map starts the combatants on the periphery of the open plains. It isn't a large map, so the combat begins immediately. This is the best map for Deathmatch games.



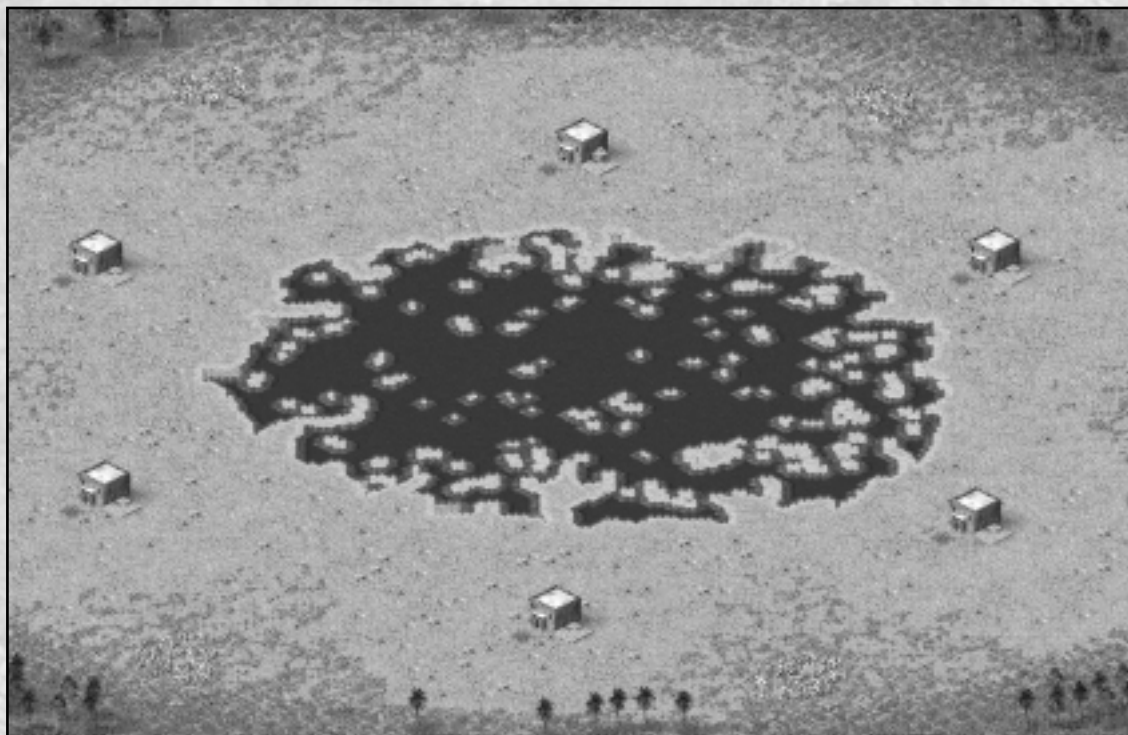
THE FOREST OASIS

The Forest Oasis places six players in the middle of a forested oasis. There is lots of wood, but limited room for farming.



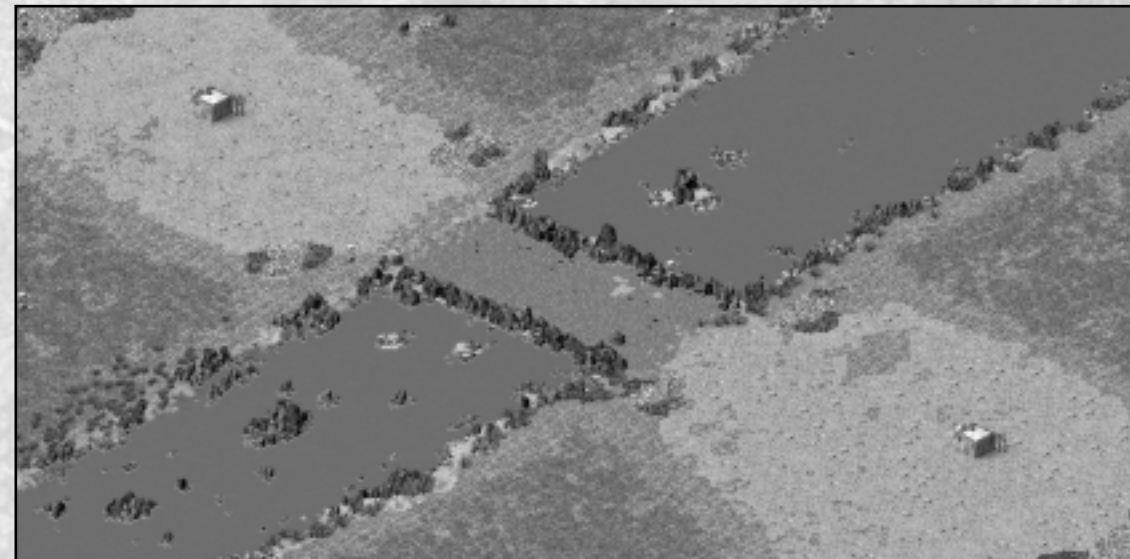
THE GREAT LAKES

This map is similar to The Killing Plains. It's an eight-player map that starts the players on the edges of the map. Unlike The Killing Plains, however, there is a swamp in the middle.



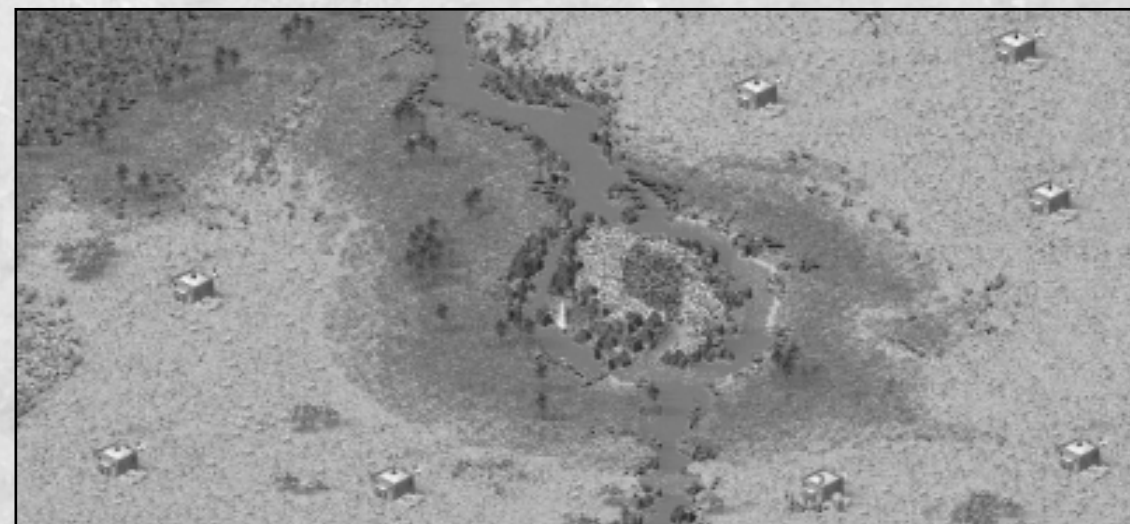
THE FORD ACROSS THE RIVER

The Ford Across the River places two players on opposite sides of a massive river. The only way to cross said river is via a ford in the center of the map.



THE BULLSEYE

This map places four opponents, one in each corner of the map. In the center of the map is a hill surrounded by a moat. The moat is quartered by fords, and the hill consists of iron and rock deposits. Surrounding the hill is the only fertile land on the map. This is going to get bloody!



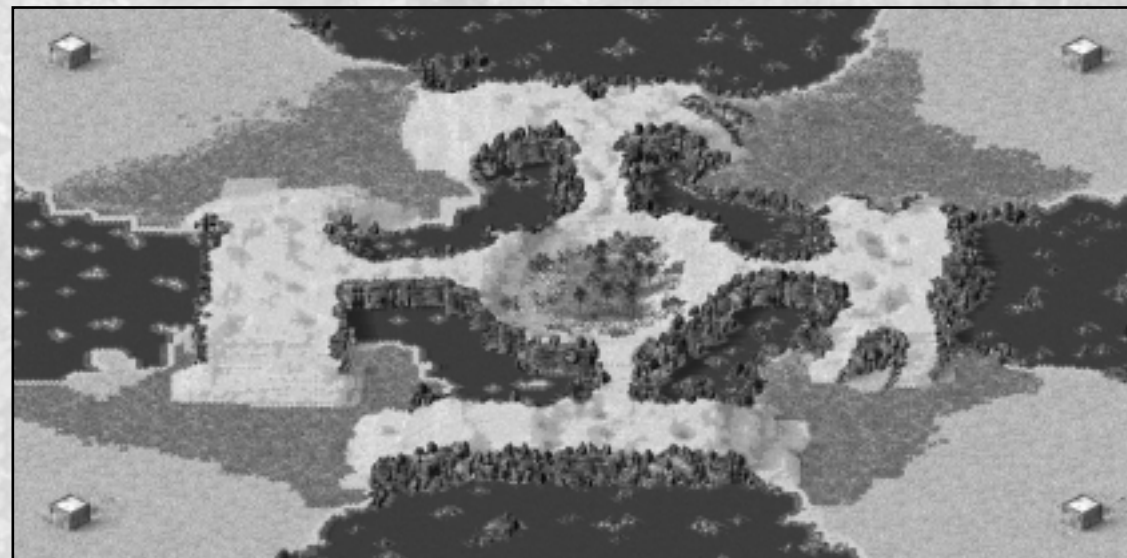
SLEEPING WITH THE ENEMY

You begin close to the bad guys in this one. There are lots of resources on either side, but you may never get a chance to use them. Come ready to fight.



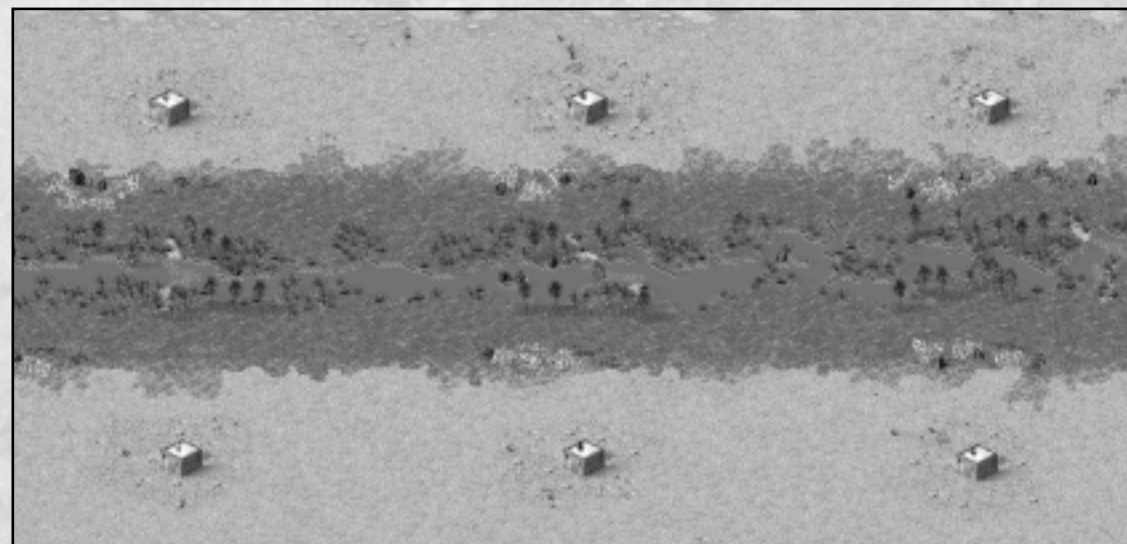
TARGET ZONE

This is a four-player map. Each player starts in a corner of the map. You'll be forced to fight over the resources in the center of the map.



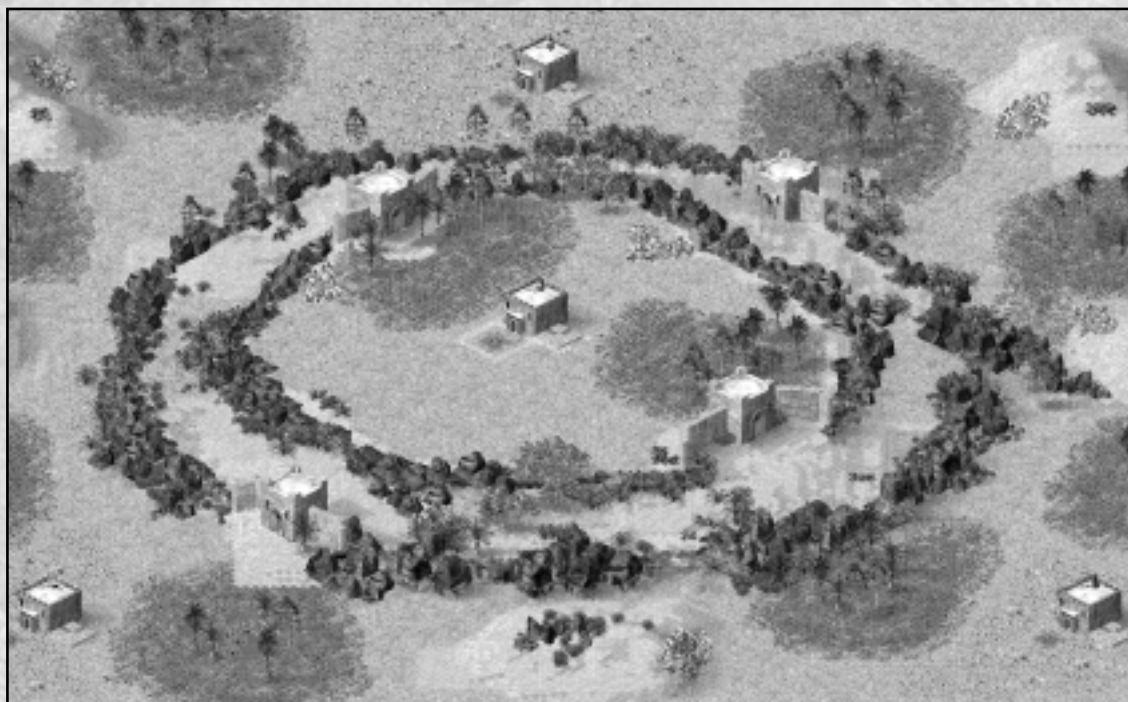
RIVERSIDE RAMPAGE

This map can hold six players, three on each side of the shallow river. You'd better make allies with the players on your side of the river or get ready to fight.



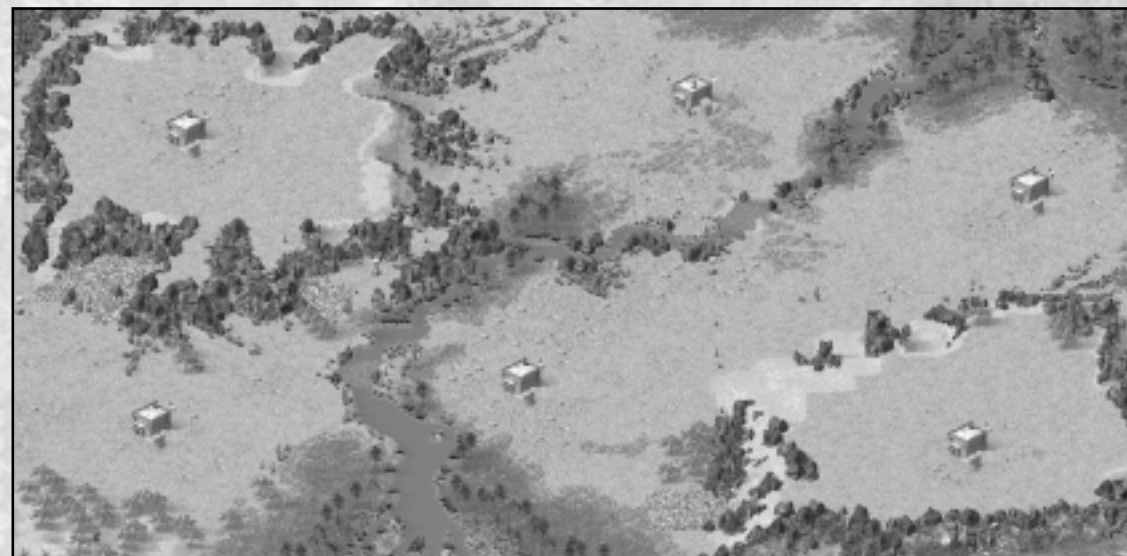
PIGGY IN THE MIDDLE

One player starts in the middle and the others surround him. The hill in the middle provides an excellent defensive position, but the other players start within siege weapon range.



OASIS STRUGGLE

This two-player map starts the players out on opposite ends of the map. In the middle is the oasis that they need to support their farms.



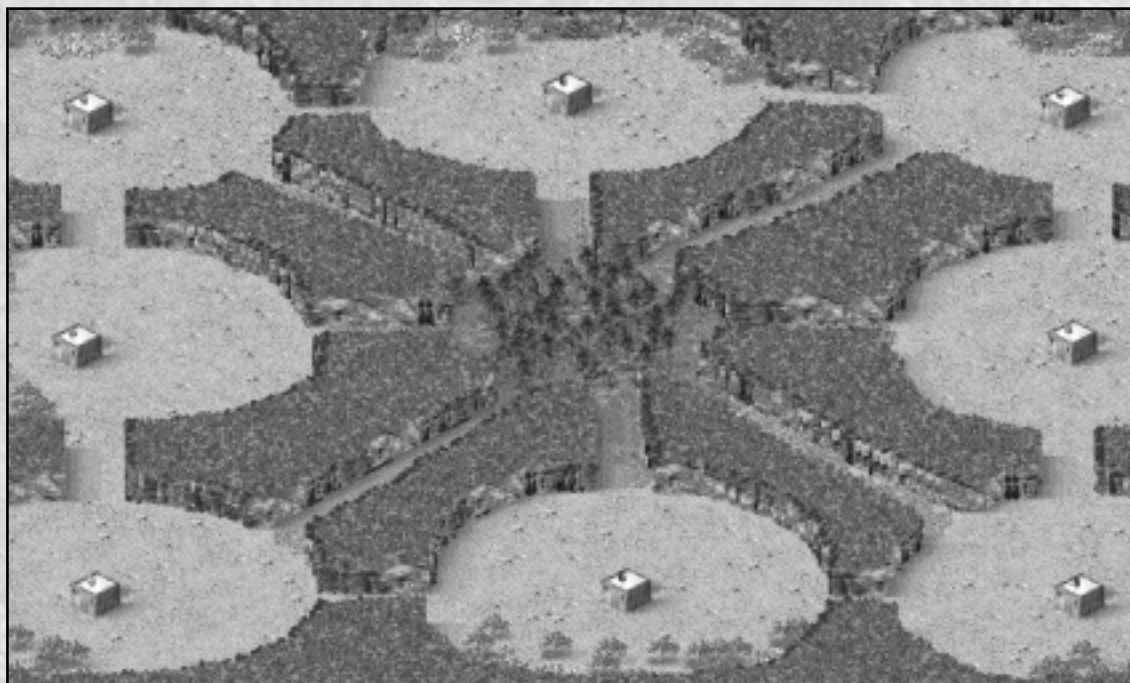
NORTH VS SOUTH

This eight-player game places players on opposite sides of a river. There are three fords in the center of the map, which will instigate some deadly battles.



NO ESCAPE

This is a very clever eight-player map that resembles a wagon wheel. Each player starts at the end of a spoke. The only way to reach the other players is through the "hub" of the wheel.



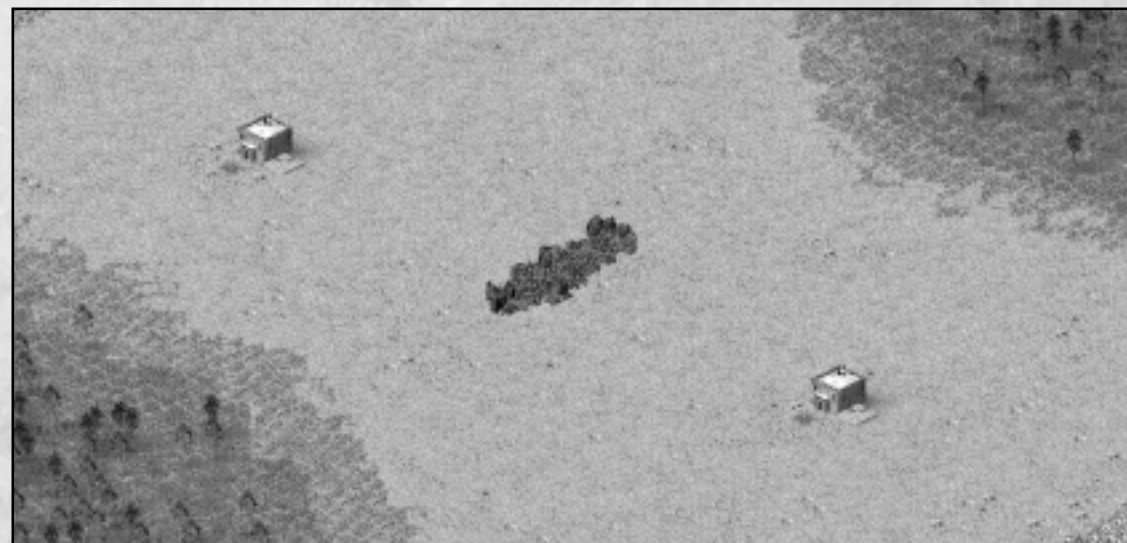
MARSHY MAYHEM

Here is another map split by a body of water. Form an alliance with the folks on your side of the marsh or you will regret it.



LOVE THY NEIGHBOR

This is a simple two-player map. Players begin within spittin' distance of each other. You don't need to fight for the resources, but you *will* need to fight eventually.



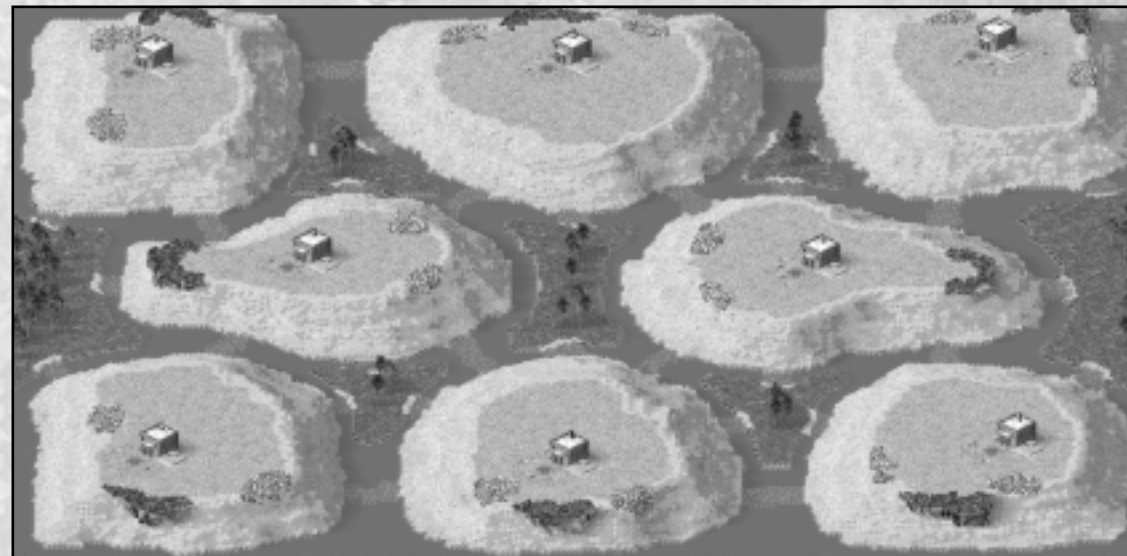
IT'S A JUNGLE OUT THERE

This map truly is a jungle. The jungle is in the center, and the six players are on the periphery.



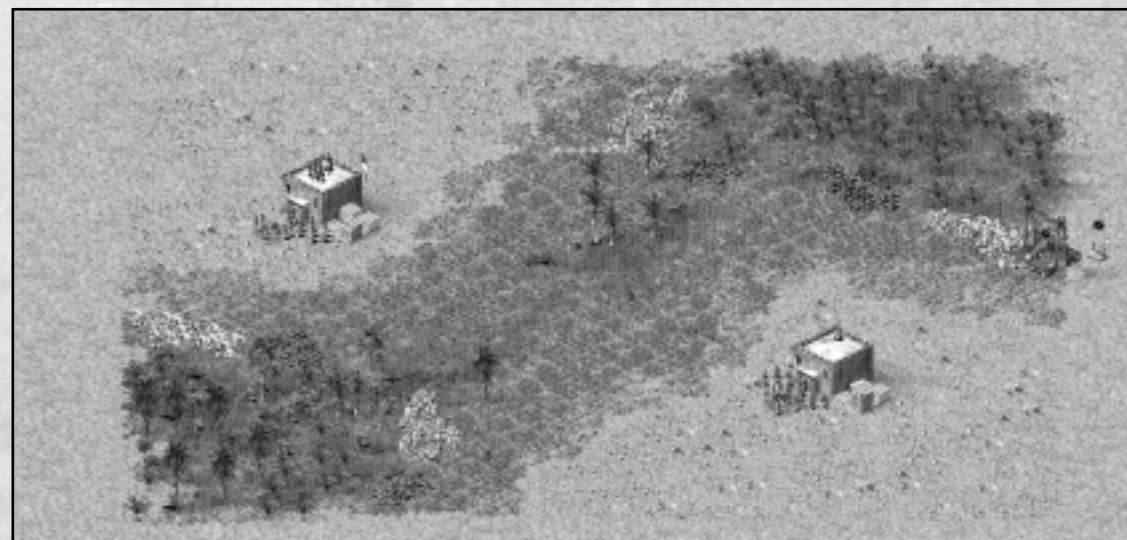
ISLAND HOPPING

There are eight players on this map and each starts on his or her personal island. You attack other players by fording the water adjacent to their island. To farm, place farms on the oasis between the islands.



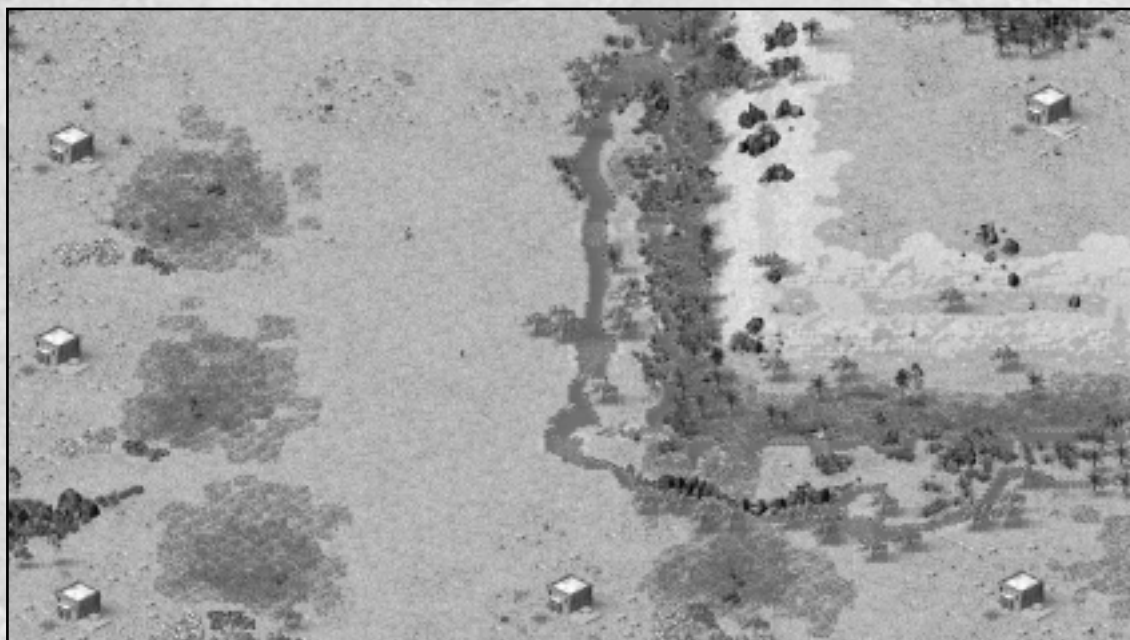
INCHES APART

As the title indicates, you begin the game very close to your adversary. There is no escape; you must enter the oasis between your positions if you want to farm.



HILLTOP HIDEOUT

Four players can participate on this map. Each starts on a hill. You must come off it if you want to grow your economy.



HELL ON THE HILL

On this eight-player map, a ridge runs east to west down the center. Four players begin on each side of the ridge. Ally with everyone on your side.



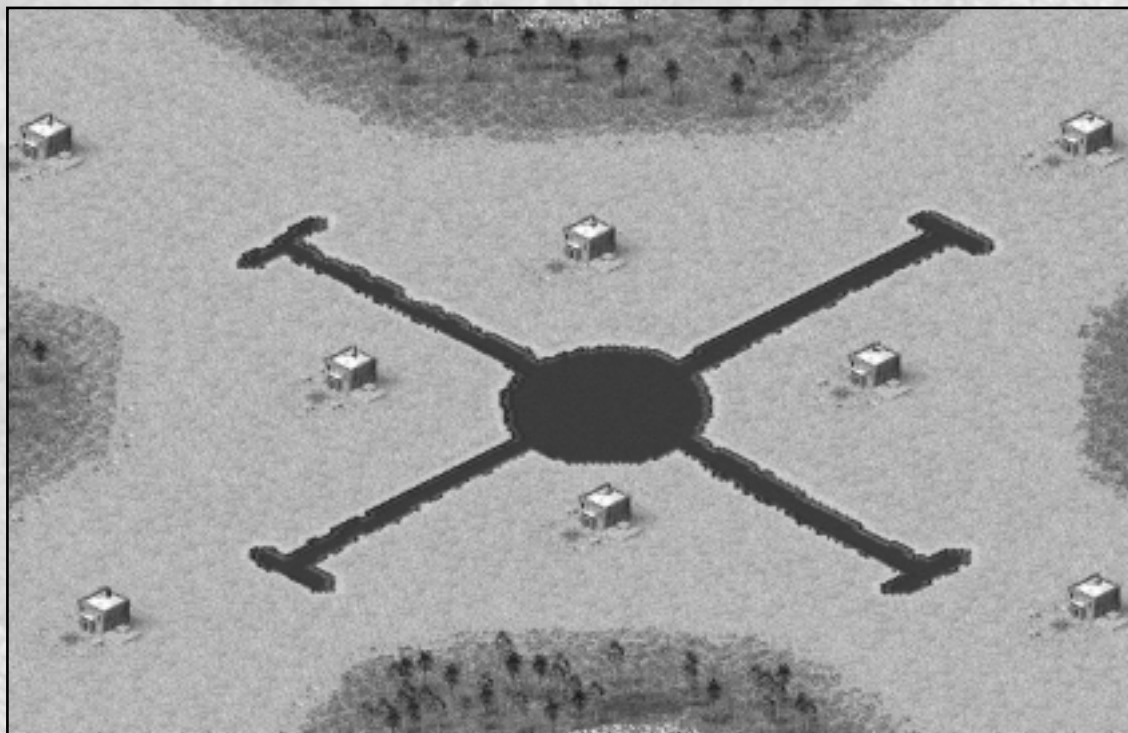
HEIGHT ADVANTAGE

One person has the height advantage and one person has the resource advantage. Who will win?



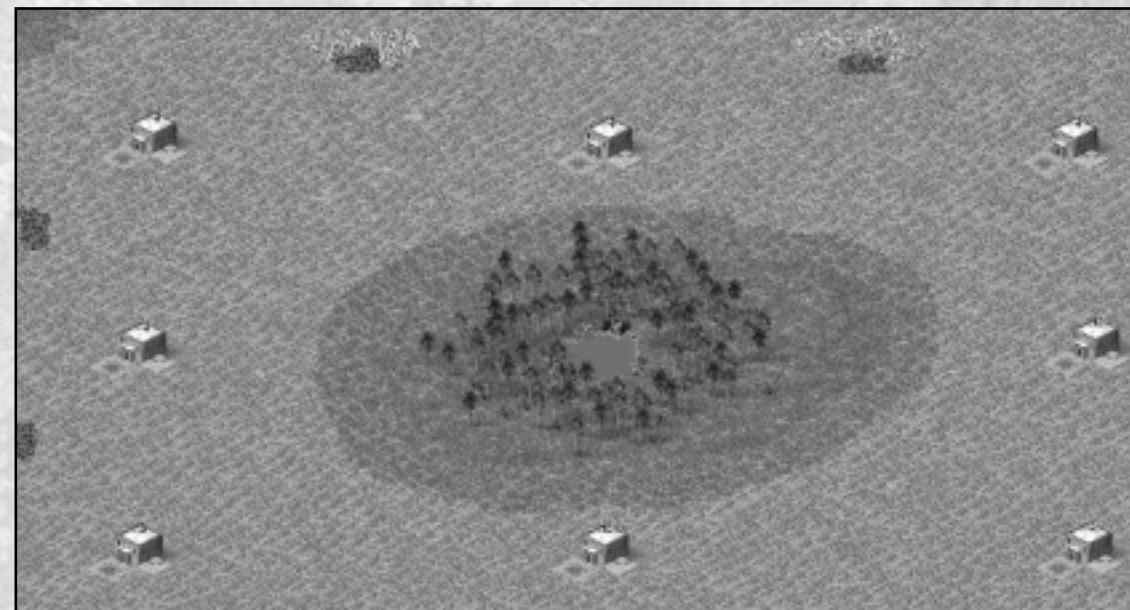
HAPPY LAND

Eight players can play on this map. Try to get one of the positions in the outer ring. Let the players in the inner ring kill each other off and then move in.



GREEN HAVEN

This map is also for eight players. There's a large, wooded area, a large oasis in the center, and plenty of fighting.



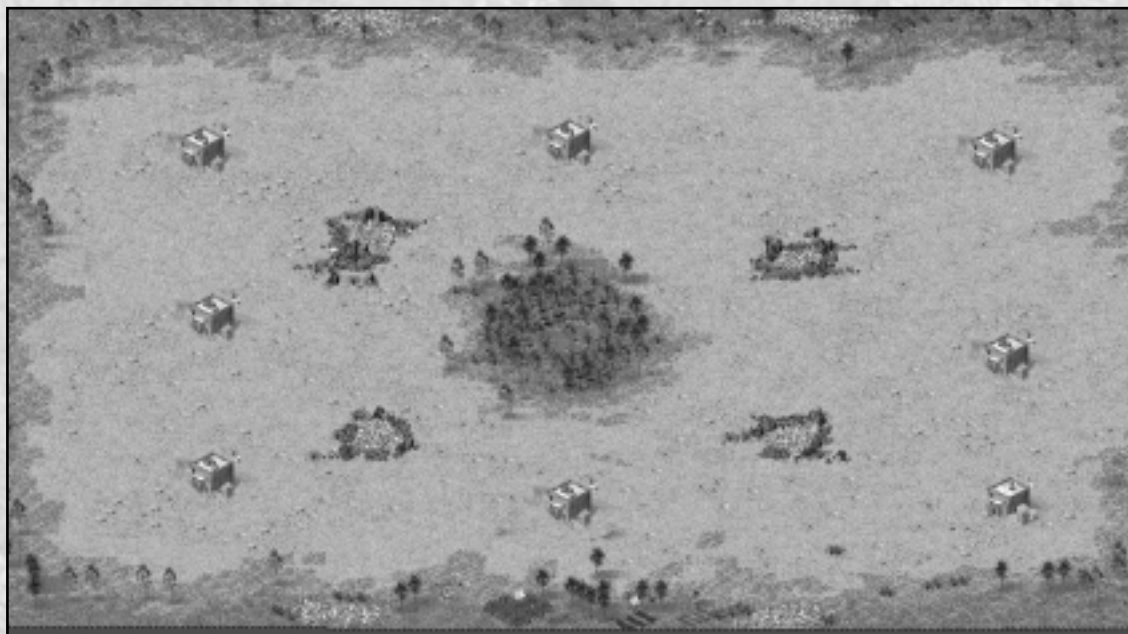
GREEN BELT

Six players can play on this map. Each player has his own oasis. And if that wasn't enough, there is more greenery in the center of the map.



EMPTY HANDED

You start out with nothing. To get something, you must move to the center of the map. Of course, the other seven players will do the same, too.



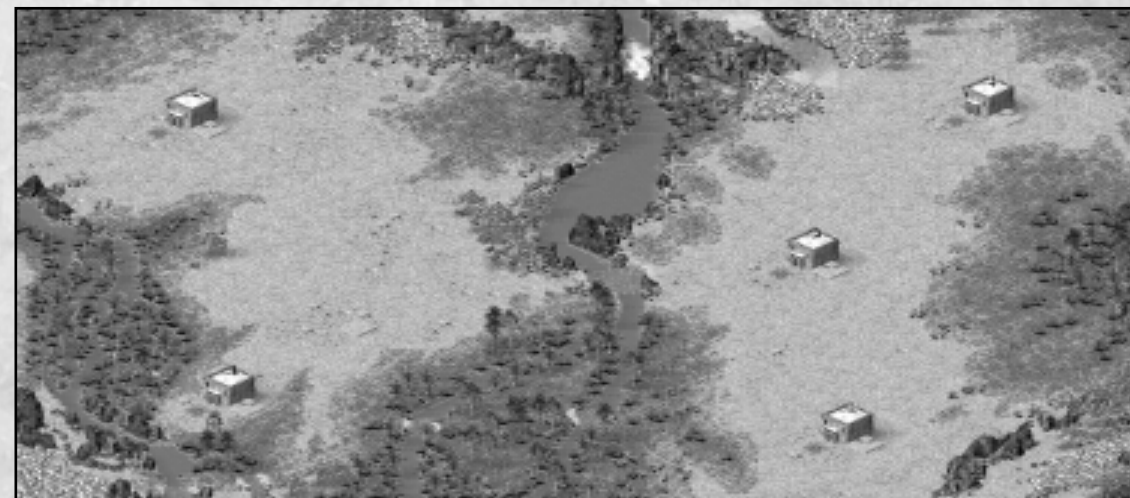
DESERT ISLAND BLUES

This map is the opposite of Empty Handed. Four players can play and you begin with plenty of nearby resources. Take your time building up your army before sallying forth.



CRUSADER DEMO

Five people can play on this gorgeous map. There are three players on one side of the river and two on the other. You want to be on the side with three players or the player in the northwest corner of the map.



TYRE

This is another good-looking map. The best position is in the northeast.



TRIPOLI

This is a three-player map with a ridge running from north to south. Perhaps the best position is the one west of the ridge.



ANTIOCH

This is a particularly well-balanced map. Three players can participate on this one. I prefer the southeast position.



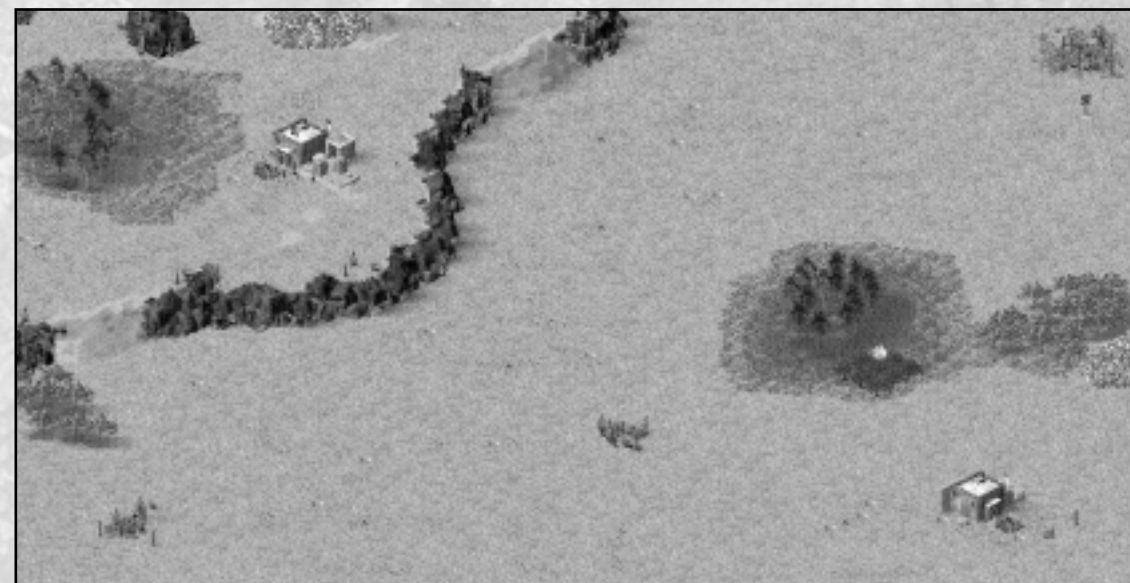
EDESSA

A two-player map in which the contestants are close to each other. This will be a quick, hard-fought battle.



ARMENIA

One Lord starts on the hill with minimal resources. The other starts in the valley with a little more. Who will win?



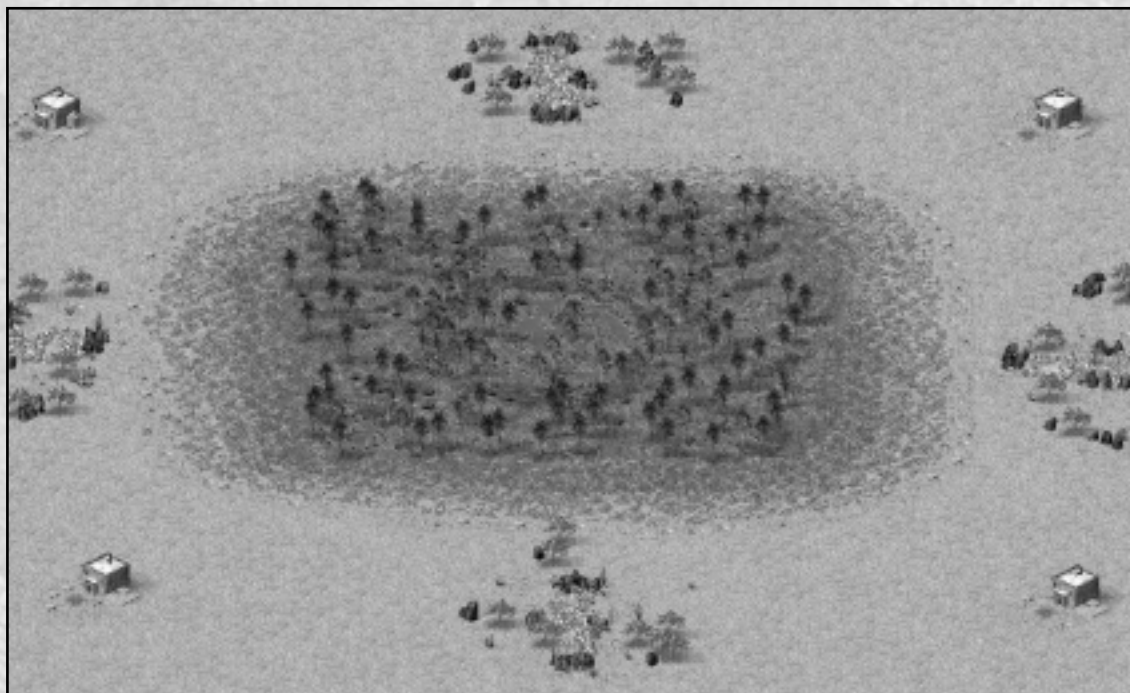
CLOSE ENCOUNTERS

Here we have eight players, plopped onto a map in close proximity to each other. This battle could get rather bloody.



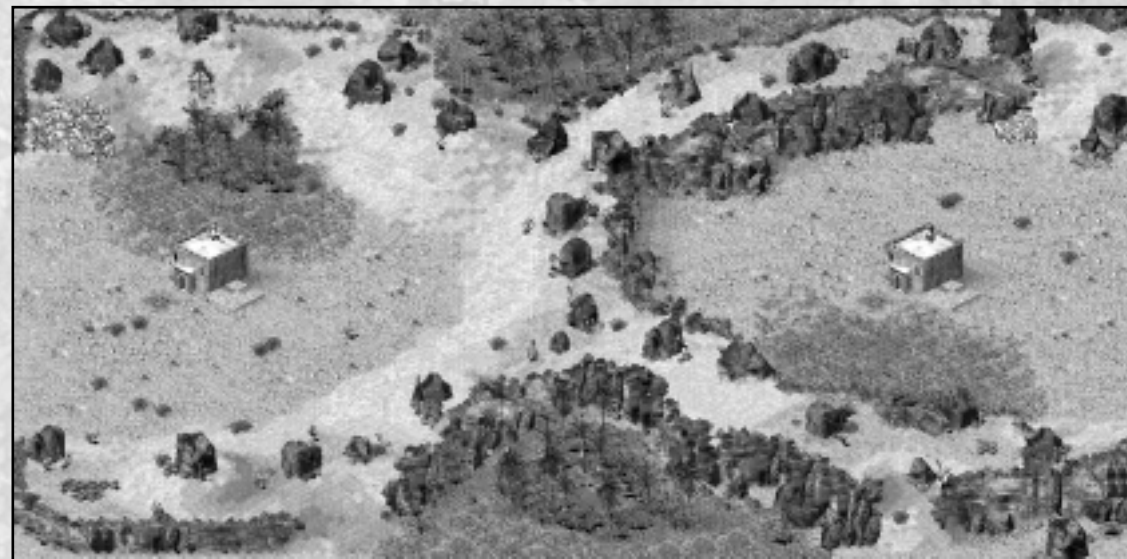
CENTER OF THE OASIS

Four players with nowhere to farm but the oasis in the center of the map. I think I know where the battle is going to take place.



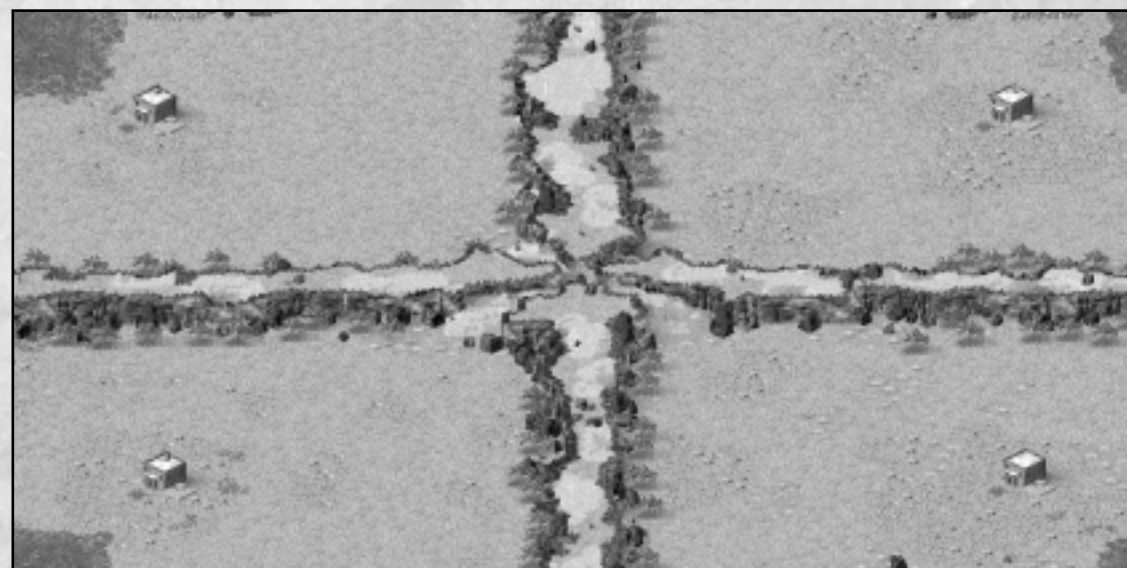
BOW RIDGE

Two players are separated by a ridge. As the title suggests, it's a perfect place to position bowmen on.



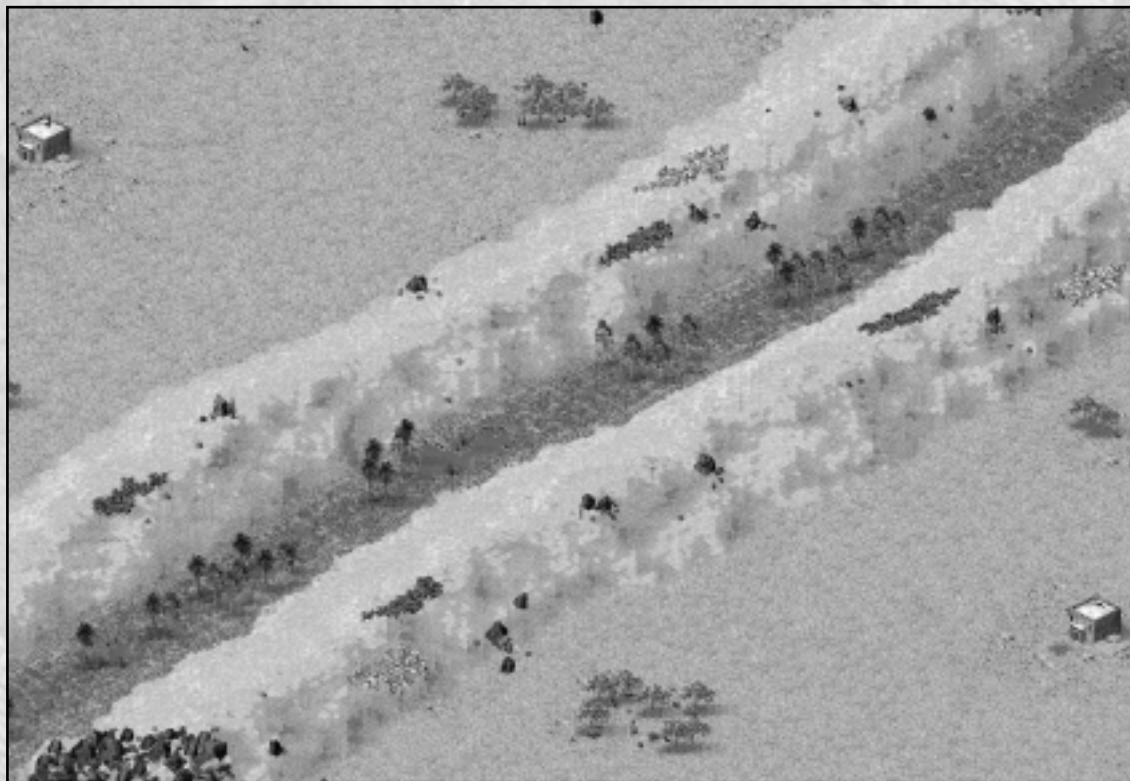
BORDER PATROL

This is a four-player map. Each player starts on a separate corner, and there are plenty of resources to go around.



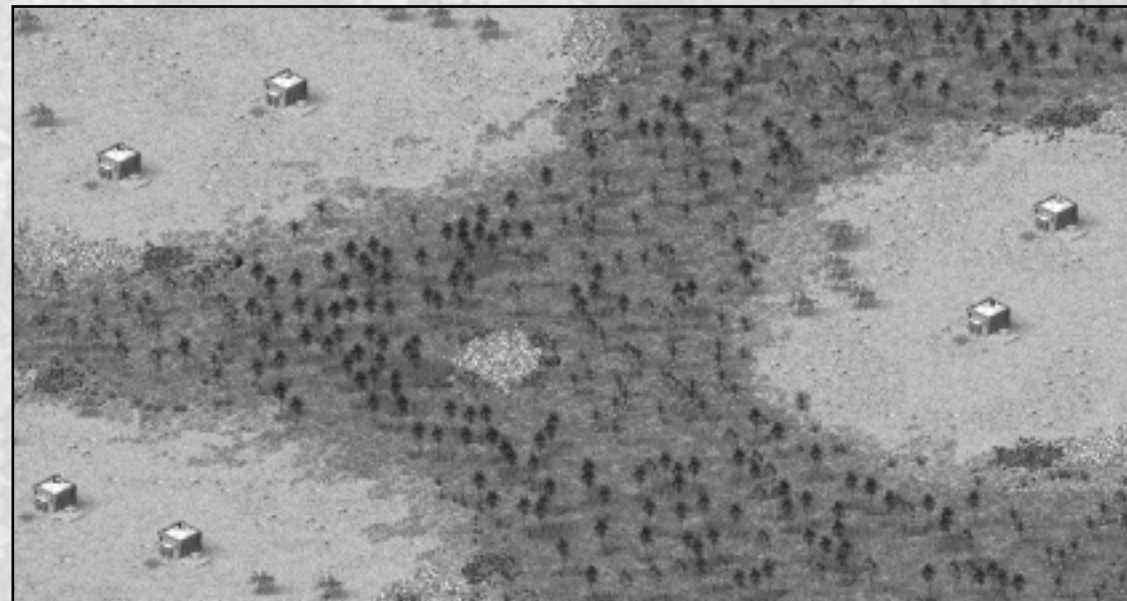
A RESOURCEFUL DIVIDE

This is the first campaign Skirmish map. Two players can participate, and all the resources you need are grouped in the middle.



A FRIEND INDEED

A very cool map. Six can play, but you start adjacent to only one player. Obviously, you want to make that player your friend.



CANYONS

A maze of canyons, laced with numerous oases. This leads to compartmentalized battles.



EDESSA

Who will be the first to cross to the oasis on the other side of the river? Or will you attack before the other Lord is ready?



IN THE SHADOW

One Lord is on a highly-defensible hill, the other two have the farmland. Who will win?



IT'S JUST NOT FAIR

One Lord is on a hill with difficult access to resources. The other Lord has the resources in his front yard. It's just not fair. Or is it?



LAND OF THE CACTUS

Three Lords surround the oasis. I can smell a fight coming on.



THE DUNES

A Fairly big map good for a few players, The Dunes forces players to cross small hills in order to fight. Gee, you think those hills would be a good place for archers?



THE GUARDIANS

This is an eight-player map. Lots of farm land, some other minerals to boot. But it's not nearly enough for eight players. Attack soon; attack often.



THE RIVER

Eight players, lots of resources, and one river. Ally with the Lords on your side of the river, and fight against those on the opposite side of the river. The crossings are the key.



THE VALLEY

Eight players, one valley. All the farmland is in the valley. Grab it quickly.



WATERING HOLES

On this map the Lords are split by a fertile valley. It is in that valley that the battle will be won or lost.



Chapter 10

MAKING YOUR OWN CRUSADE



You don't have to be the Pope to start your own crusade. *Stronghold: Crusader* ships with everything that you'll need to design your own maps and mission. With a little bit of ingenuity, and a touch of sweat on your keyboard, you'll be making high-quality missions in less time than it takes to scream "Kill the infidels!"



Of course, screaming rarely accomplishes anything. That truism holds in *Stronghold: Crusader*. If you want to design good maps, you'll have to put some time into learning how to do so. Fear not, young knight, with both the *Crusader* user manual and this strategy guide in hand, you'll soon be designing incredible scenarios.

KNOW YOUR KNIGHTS

The first thing that you need to learn to design credible *Crusader* scenarios is a bit of background about the Crusades. Most of these wars were launched by the Popes, ostensibly to free the Holy Land from Arabian rule. It didn't quite work out that way, but the attempts made for dramatic and poignant stories. It'll help if you do a bit of research before you start your scenario design. You may want to consider any of the following books as good starting points.

- **God Will's It!: An Illustrated History of the Crusades**—by W. B. Bartlett
- **Historical Atlas of the Crusades** (Historical Atlas)—by Angus Konstam
- **The Crusades: Iron Men and Saints and The Flame of Islam**—by Harold Lamb
- **The Crusades Through Arab Eyes**—by Amin Maalouf
- **A Concise History of the Crusades**—by Thomas F. Madden
- **The Crusades, c.1071-c.1291**—by Jean Richard
- **The First Crusade**—by Sir Steven Runciman
- **A History of the Crusades**—by Sir Steven Runciman

Don't forget to try some fiction—sometimes reading historical novels while researching a period can really bring an era to life. Here are just a few suggestions. If your local bookstore or library doesn't have them, don't forget to consult interlibrary loan, courtesy of the library reference desk, or used book stores and search services (www.abebooks.com is one of several good ones).

- **Against the Fall of Night**—by Michael Arnold
- **Hawks of Outremer, The Sowers of the Thunder, and The Road of Azrael**—by Robert E. Howard

The Robert E. Howard and Harold Lamb books are swashbuckling page-turners set during the crusades. Howard was the creator of *Conan the Barbarian* and knows how to tell an exciting tale, and so does Lamb, who was a respected historian and one of Robert E. Howard's biggest influences. Norah Loft's book is centered around Blondel, Richard the Lionheart's minstrel, and it has a more thoughtful tone, though it's no less exciting. Arnold's book is about the last days of Constantinople before its sack by the crusaders—that's right, Constantinople was brutally assaulted by fellow Europeans years before the Turks conquered it.

- **Durandal, The Sea of Ravens, and The Grand Cham**—by Harold Lamb
- **The Lute Player**—by Norah Lofts

JUST A SUGGESTION

Of course none of these references are truly necessary, although they make for great reading and will enable you to fashion more realistic scenarios. *Crusades*, though, is just a game. Accordingly, it's fine to design your own multi-player and skirmish maps on the fly.

ENTERING THE EDITOR

To access the editor, click the Custom Scenarios bar on the main *Stronghold: Crusader* screen. You see three options: Play a Map, Load a Map, and New Map.

KEEP IN MIND

Remember, the smaller the map, the fewer players it will hold. A 160 X 160 map is fine for two players, but too small for any more. Nevertheless, it is a great place to learn map design.

MAKING A MAP

Maps may be used for both skirmishes and multiplayer games. Click on New Map button to start your map-making adventure. Clicking on the New Crusader Map button makes the Select New Map Size screen appear. There are four choices here. We recommend choosing a 160 X 160 map for your first design project.



GETTING STARTED

Let's take a look at the New Castle Builder option map first. Obviously, a map in this mode allows free building without competition or bodily harm to your little medieval men and women.



There is, however, one other significant difference. This map enables you to set your scenario parameters. Once you have chosen the size of your map you are whisked away to a screen that includes an Edit Scenario button. Clicking on that button brings up the Scenario Editor screen. From this display you may set the date of your scenario, the starting goods, what goods may be traded for at the market, the Lord's starting popularity, and what buildings are available.

I prefer to leave all these options open. After all, the purpose of this kind of scenario is to freely build. But you may wish to limit the options in your scenario. For example, lowering the Lord's popularity and diminishing his food stocks will put the player in quite a bind at the beginning of the mission.

If you do handicap potential players, make sure you provide them with a way out of the quandary. For instance, in the above example, place plenty of oasis grass near the castle so that the player may farm for food.

Make your maps beautiful. There is no competition to engage the player, so you need the beauty of the land, and the castle that he or she builds on it to capture their imagination. Design a map where you would want to live.

Don't forget the animals. The Earth is not sterile; at least not yet. Place seagulls over your ocean and deer in your forests. Keep in mind that lions will attack the deer (and rabbits). So, unless you want to have an ecological blood-bath, keep them separated.

WATCH THE ANIMALS

In fact, the lions will attack just about anything. If you start a brood next to your Keep, and do not provide a few Archers to thin them, the lions will kill your Peasants as fast as they arrive.

SKIRMISH MAPS

Skirmish maps are where the metal meets man. It is here that the fighting is done. Right up front you will notice that you can't set scenario variables with skirmish maps as you did previously. Each player—be they human or artificial intelligence—receives warriors and consumables commensurate with the type of game the player chooses to play on the map.

NORMAL GAME

100 Wood	5 Archers
50 Stone	5 Spearmen
60 Bread	10 Peasants
500 Gold	

CRUSADER GAME

100 Wood	20 Swordsmen
50 Stone	10 Knights
1000 Gold	10 Peasants
40 Archers	

DEATHMATCH GAME

150 Wood	20 Hops	5 Archers
150 Stone	25 Wheat	5 Spearmen
25 Iron	200 Bread	10 Peasants
48 Pitch	10 Beer	

Keep in mind that terrain is more than window dressing on Skirmish maps. What is placed where can have a significant affect on how the map plays out. Placing an oasis in the center of an otherwise barren map will guarantee an early and bloody battle, and its winner will no doubt win the game.

Similarly, you can balance what would otherwise be an unbalanced scenario with the map. For example, one player ensconced behind several hills and with access to unlimited resources can easily defeat two or three resource-challenged players.

BUILDING THE MAP

Once you have arrived at the map, constructing a multi-level masterpiece is the same whether you are building a single-player or multiplayer map. Let's look at how to do it.

Job one is deciding what you want to do. You'll need a picture of the finished product—whether that picture is in your mind or on a scratch sheet of paper—before you begin designing. Once you know what you want to do, it's time to start doing it.

REACH FOR THE SKY

You must first set the height of the terrain. Remember that hills greatly affect the flow of the game. Not only do Archers on hills fire further, but the hills can be used to channel the enemy's approach to a castle.

ADJUSTING HEIGHT

When placing a hill, you can modify the height by gently moving the mouse up the screen from the initial placement point. If you make the hill too tall, use the Lower Land function to flatten your towering peaks.

Pressing the Edit Height button pops a panel that not only allows the placement of hills, but the equalization of differing heights, and the placement of iron ore.

Abrupt rises are great for creating impassible terrain, but they should be the exception rather than the rule on your map.

A LAND WHERE THE BUFFALO ROAM

Your map must not only be aesthetically pleasing, but functional as well. If your goal is to make nothing more than a map on which each combatant has an equal chance of winning, give each player equal access to resources.

Keep in mind that without oasis grass or thick scrub there is no farming, and without wild animals there is no hunting. Also remember that an oasis springs not from barren ground. Place your oasis near a pond or at least blend the oasis into the barren desert using thick scrub and scrub.

Use water to add both beauty and significantly alter your scenario. Place a river across your map with only one fjord on it and you'll know where that map's fighting is going to happen.

You can set the width of the terrain swath with the Terrain Width tool on the tool bar. Set it to wide when painting large arrows, and dial in the fine tip for the detail work.

DETAILS, DETAILS

Once the basic terrain is placed, it's time to spruce it up a bit. Select the Edit Vegetation button to place tress and shrub across the landscape. For the most part this is a cosmetic placement, but



KNOW YOUR TERRAIN

By the way, did you know that sea gulls can only be placed over seascape? Makes sense doesn't it. I also like the sound of crashing waves that comes with seascape placement.

you must have trees to chop if you want wood, and you must have wood for weapons and buildings. Accordingly, ensure that you either place trees within reach of each Keep or place them where they may focus the struggle for the map.

Under the Edit Features button you'll find rocks. These are just to beautify the terrain, although can also be used to block passages.

Finally, under the Troops and Castle icon you'll find all the castle buildings, including ruins.

These are great for adding realism to your map. Creating the ruins of a former city not only looks cool, it also makes your map feel as if it is a part of a greater whole.

PLACING PEOPLE AND ANIMALS

Last, but certainly not least, you may inhabit your world. Animals make your map come to life and may either provide sustenance or threaten your citizenry.

Although you may not place Peasants (they come with the Keep), you can populate your map with just about any other member of the *Crusader* clan.

The population can add more flavor to your map than any other editing tool. You can enhance one side by giving it additional units. Want a REAL tough computer opponent? Give the computer 10 Swordsmen and a handful of Knights in addition to his usual beginning troops.

How about a third, wild card player? Place troops belonging to a third color within range of the other two player. Don't give this "third" player a Keep, but do put these warriors in an aggressive stance. As the scenario opens these men will attack, forcing the gamer to repulse an attack while simultaneously building his (or her) castle).

By the same token, you could place a third-color band of troops to guard the map's only oasis. Not only would you have to fight the opposition for the resources, but the third-color troops as well. The options are limitless.

THE FINAL INGREDIENT

Despite the excellent editor tools that Firefly has included with the game, there is one that only you can bring to the table. Your imagination. Read, take what you learn, and morph it into a map/scenario. Be creative. You'll enjoy it.

FORMING THE ENVIRONMENT

You can use the eraser to delete a rock. In fact you can use the eraser to delete just about anything.



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